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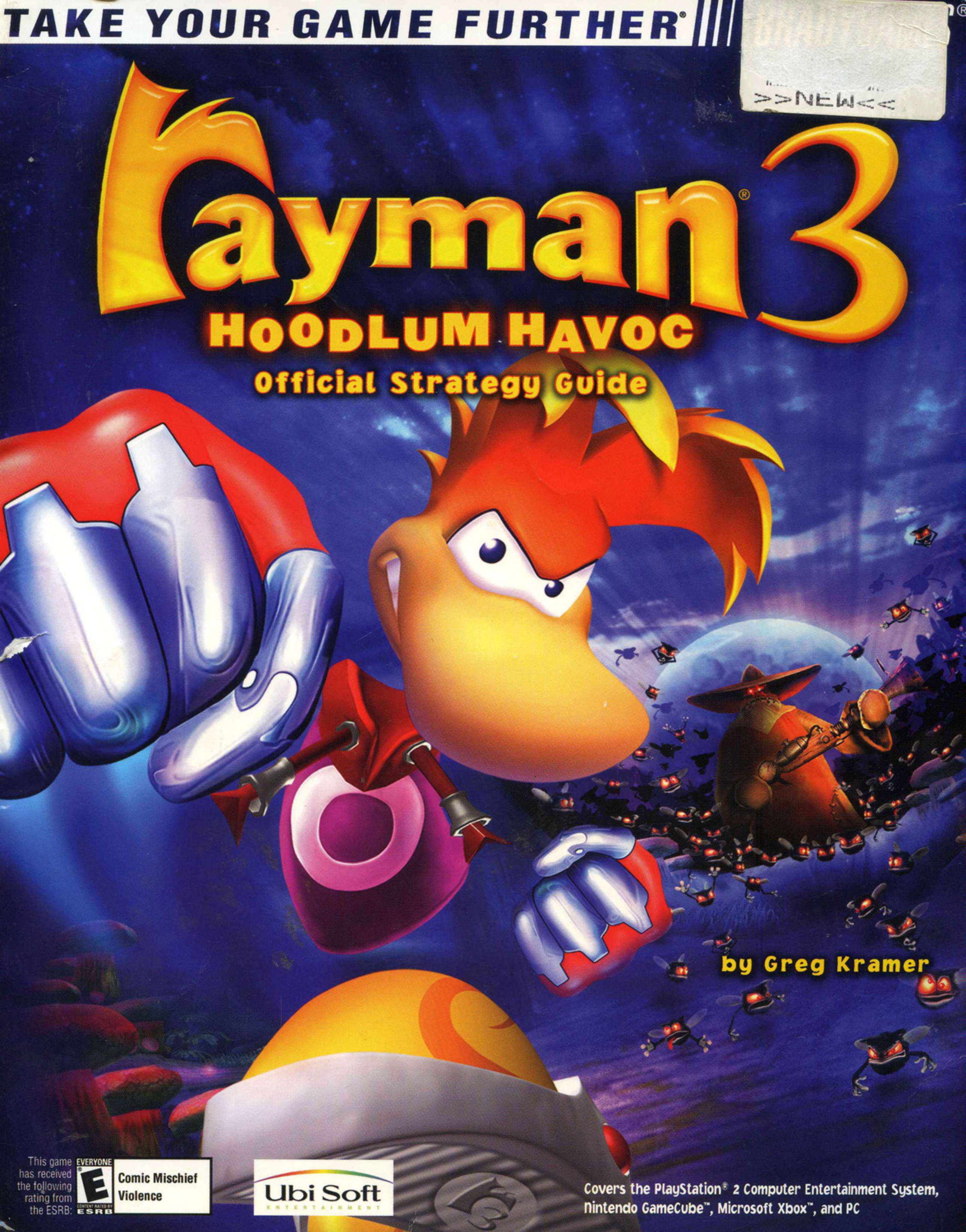
Rayman® 3

HOODLUM HAVOC

Official Strategy Guide



by Greg Kramer

This game has received the following rating from the ESRB:

EVERYONE

Comic Mischief
Violence

Ubi Soft ENTERTAINMENT

Covers the PlayStation® 2 Computer Entertainment System, Nintendo GameCube™, Microsoft Xbox™, and PC

CHAPTER 1: HOW TO BE RAYMAN—A PRIMER

Maybe some of you already know what it feels like to have detached limbs and use your hair-mop as a helicopter blade, but many of us don't. That's what this segment is for: a little basic training on how to make Rayman do what you want him to do.

Even if you have walked a mile in Rayman's shoes before, there's plenty for you to learn too. New tricks, new powers, new techniques, they're all here.

Running and Walking

It's a good thing Rayman has comfortable shoes because he's going to spend a lot of time on his feet. When he's not jumping or climbing, 99% of his time will be spent running.

A quick jog is the default traveling speed when you tell Rayman to go somewhere and that's fine for most purposes. Don't worry if you accidentally run off a ledge; Rayman will automatically turn around and grab onto it to save his skin (see *Ledge Clinging*).

In the opening level, Rayman has lost his hands. Until he gets them back, he won't automatically cling onto ledges.

Sometimes, however, a slower pace will be required. This is especially important when trying to capture Tribelles (a sleeping creature that's worth a substantial number of points); if you approach too quickly, they flee and you get nothing.

More on Tribelles can be found in the Scoring Chapter.

To walk, move the directional controls very slightly in the direction you wish to travel and hold it there. Rayman will move at a deliberate stroll that's ideal for approaching Tribelles or getting as close as possible to ledges (without stepping off them).

As a defensive move, you can also roll while running. Press the Roll button and Rayman will dive forward in the direction he's traveling, somersault, and get right back to his feet in stride. This is very useful for ducking safely behind obstacles.

Jumping

In addition to all the running, there is much jumping. Doing it well is an important skill in early levels and absolutely mandatory as the game progresses.

The basic standing jump is straight up. The longer you hold the jump button, the higher the jump. Once in the air, you can control the direction of the jump with the directional controls.

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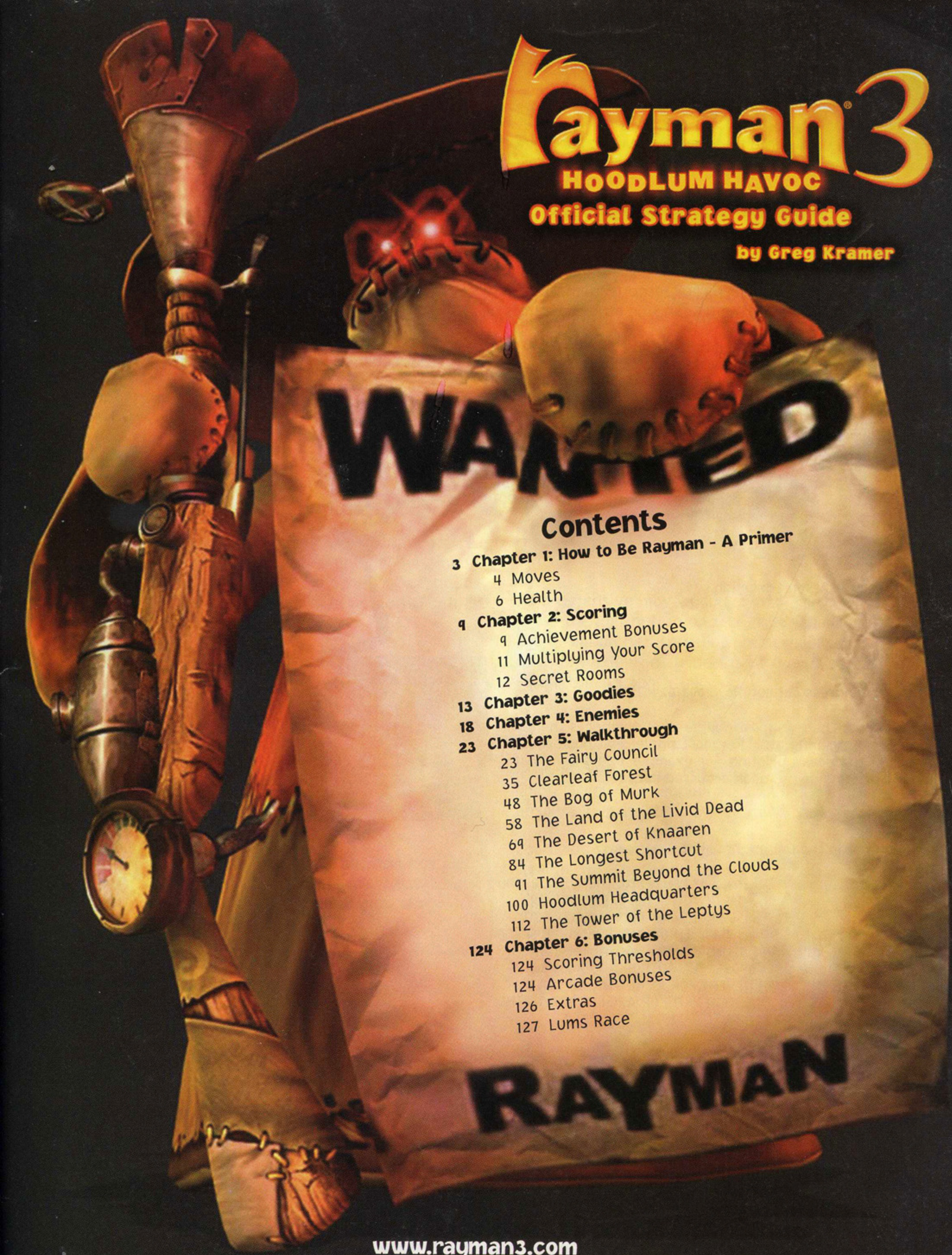

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RAYMAN® 3: HOODLUM HAVOC

Official Strategy Guide

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Credits

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Book Designer **Chris Luckenbill**
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If you're on the move when you jump, the jump will be slightly higher and have more momentum. If you hold the button down for the duration of the ascent (again, the longer you hold it, the higher and further the jump will go), Rayman will finish the jump with a little flip that helps immeasurably in reaching high places. This jump too can be altered in flight with the directional controls.

Flying (Helicopter)

Rayman achieves flight thanks to his useful and stunningly stylish hairdo. At any time during a jump, press-and-hold the Jump button to start the hair spinning. For as long as you hold the Jump button, Rayman's descent will be slowed and the length (but not the height) of his jumps will be substantially extended.

Activating this "hair-o-copter" ability allows you to do several things. You can reach distant locations that are too far for a conventional jump (as long as they're the same height or lower in altitude than where you're jumping *from*). Additionally, when you're falling from a great height (one that would result in damage when you land), ease the drop and avoid injury by flying to slow the descent.

What Rayman's flying ability doesn't do (as alluded to above) is enable you to *elevate*. Unfortunately, the hair-o-copter isn't powerful enough to lift you to higher places but merely provides a kind of parachute. There is a way to gain the ability to elevate, but it's only available periodically.

When jumping, where you're going to land should be your primary concern. To guide you in this, it's essential to watch not where Rayman *is* during the jump, but, instead, his shadow on the place you want to land. Your eyes may deceive you about Rayman's position in three-dimensions, but the shadow never lies.

Ledge Clinging

Sometimes a jump is just too far to land safely on your feet. This may be because you didn't time or measure the jump correctly, or simply because it's just slightly beyond Rayman's maximum jumping distance. Whatever the reason, it's not a problem.

If your jump is close enough, Rayman automatically clings to the missed ledge. Press the directional controls forward to make him climb or (if you'd like to recover more quickly) press jump and he'll hop up to safety.

Rayman will be unable to cling to ledges until he recovers his hands so you won't be able to exercise this ability in the first level of the game.

Short jumps, however, aren't the only time Rayman will cling. If you step off a ledge, our hero's reflexive response will be to spin around and grab on for dear life. This can be a literal lifesaver.

Climbing

Rayman can also climb ladders or even textured surfaces. If he comes in contact with such a surface, he'll automatically grab hold, allowing you to climb wherever the surface leads. You needn't jump towards the surface to switch to climbing mode in most cases.

You will typically have to jump first, however, if the ladder is a horizontal climb above Rayman's head. Start by jumping straight up to grab hold and then use the directional keys to navigate the ladder.

Keep you eyes peeled for surfaces you can climb; they're not always obvious. Look for places where the wall surface is densely textured. More to the point, look for such surfaces when you can't figure out how to get to a high or distant place; if no other way appears obvious, there may be a scalable surface nearby.

Climbing in Crevices

Sometimes, you must use very narrow vertical shafts for climbing. Since there are no obvious handholds, you must do these climbs with the raw strength of Rayman's detached limbs.

Stand in the crack and press the jump button repeatedly. Rayman will extend his arms and legs to the sides of the crack. Press jump again and he'll hop a little higher. Press jump again to restore his grip on the wall. When you reach the top, press jump again and move in the direction you wish to exit the crack.

Attacking

Next to moving around, the second most important skill is fighting. The mechanics of fighting in *Rayman 3* are actually very simple, but later levels will demand substantial skill and practice.

To attack, press the Shoot button. This launches one of Rayman's fists either straight ahead or towards a selected target.

Once the fist hits a surface or a target or travels a maximum distance, it returns to be used again. The upshot of this is that you can only launch two attacks at a time (one for each fist) and can't attack again until one of the fists returns. Fortunately, they come back very promptly, but you'll need to keep this in mind.

> In the beginning of the game, when Rayman can't find his hands, you won't be able to do long distance or "ranged" attacks. You'll only be able to kick at close range.

Targeting Attacks

Whenever Rayman encounters something that can be affected by an attack (an enemy, a breakable door or container, etc.), it's highlighted by a red circle with an arrow showing the direction from which the attack will come (see *Curving Attacks*). If you press the Shoot button when one of these circles is illuminated, the attack will travel towards the highlighted thing.

Targeting does not guarantee a hit. The target may move too quickly to be tracked or an obstacle could intervene. The targeting system doesn't take intervening objects into account.

Lock onto a target by pressing the Target Lock button. This keeps the target indicator fixed on one target, keeps Rayman facing that target, and keeps the camera (more or less) fixed behind Rayman and towards the target. Using this Lock system is absolutely crucial in all but the most basic combat.

Throwing a Curve: Curving Attacks

It's frequently useful and often mandatory to throw an attack on a curve instead of straight. For example, many enemies are armored in front, but not on the sides; a curved attack is the only way to do damage. Curved attacks also permit you to stay behind cover and attack a locked target.

CHAPTER 2: SCORING

Scoring is the ticket to glory for your little hero. True, a gaudy score gives you warm fuzzy feelings of accomplishment, but that's not all.

Items under the Bonus menus are unlocked by scoring the requisite points.

Scoring in *Rayman 3* unlocks various hidden games and bonuses; the higher your score, the more goodies will be unlocked. To get everything, it should come as no surprise that you'll need to rack up some serious points.

High scores can also be posted on the Rayman website (*www.raymanzone.com*) and entered in a worldwide race for the globe's best player.

How, then, do you earn the most possible points? That's a very complicated question, but one that this chapter will completely answer.

Picking Up Items and Defeating Enemies

Every enemy you plug and every jewel you pocket earns you points.

Each enemy comes with an inherent point value that you win by defeating them in battle. As a bonus, you get an extra 30 points for defeating an enemy with one attack; practice, therefore, the Loaded Fist technique.

Once you earn the ability to convert Black Lums, you can earn even more points. You may have noticed that after an enemy falls to your superior skills, the Black Lum within him flees for safety. If you covert him to a Red Lum as he passes, an extra 10 points are yours.

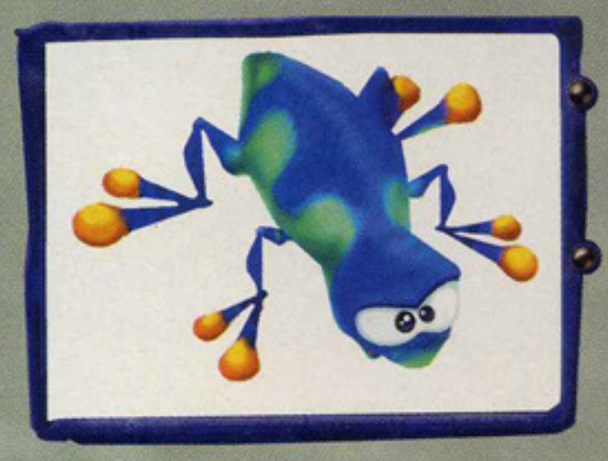
Achievement Bonuses

Doing several things gets you additional points. Many are just small tasks that, once done, put small bonuses into your point pool.

Other tasks are considerably more lucrative.

Find the Matuvus

Lurking throughout the game are dozens of friendly, but shy, blue lizards called "Matuvus"; locating one earns you 250 points. Finding them is, predictably, the hard part.



Though you may occasionally spot one of these small, but vividly colored reptiles by chance, you'll more frequently become aware of their presence when you *hear* them. Matuvus make a distinctive chirping sound when they see Rayman.

When you hear one, stop (as soon as safety permits) and look around in all directions. If the Matuvu isn't immediately apparent, try activating Rayman's Look Mode and zooming in and out.

To take advantage of Combo Mode, try to cluster your scoring opportunities. For example, let's say you spy a bunch of closely grouped Pigpots. Each container must be broken open to release whatever bonus they contain; this takes time. If you break each Pigpot individually, collect its pickups, and then move onto the next, Combo Mode will expire while you're breaking the next pot.

If, on the other hand, you stand back from the Pigpots and break *all* of them first, before picking up any of their contents, you can run through the resulting collection of released pickups in full-bore Combo Mode. Collecting this way is much more profitable.

There is a downside to the "break first, collect later" strategy. Pickups from Pigpots don't stick around; wait too long and they'll flicker away. If there are too many pots or if they're spaced too widely apart, it's possible that the contents of the first ones opened will disappear before you crack open the rest. Avoid getting too greedy and always pick up the first stuff opened first.

Power Suit Doubling

Whenever Rayman is wearing a Power Suit, any point collected by any means is doubled! You should, therefore, keep him suited up whenever possible, even if you don't need the particular power the suit represents.

The truly score-minded could even avoid pocketing pickups until they've found a nearby Power Suit. Combining Power Suit Doubling with Combo Mode is the *only* way to achieve the highest scores.

There's a downside to Power Suit doubling. If you take damage while in a Power Suit, the 1-point reduction you'd normally receive is doubled to 2 points.

Losing Points

Rayman 3 giveth, *Rayman 3* taketh away. Yes, as surely as you can gain points you can lose them. You do so by allowing Rayman to be injured.

There are a few other very specific situations where point loss occurs, but we'll deal with these in the Walkthroughs as they arise.

Injury can occur if you take a hit from an enemy or fall from too great a height.

The good news is this: as long as you take care of your little onscreen alter ego, point loss won't be an issue. Play carelessly, and you'll squander a steady stream of points.

Secret Rooms

Many Areas have secret rooms that contain massive rewards. These rooms tend to have bunches of point opportunities clustered to allow Combo Mode bonuses. Missing these treasure troves virtually guarantees that you won't be able to gain the Area's optimal point value.

End-of-Level Score Percentage

At the close of each Area, you'll be shown a percentage that reflects your success. What does this number mean?

To perform this more advanced technique, lock onto your target and, while holding the Target Lock button, move the directional control left or right. You'll notice that the arrow on the target lock indicator changes from straight to curved. If you then press the Shoot button (still holding both the Target Lock button and the directional control), the attack will bend in the direction you're traveling and hit the target from the side.

Curved attacks are often necessary as part of switch puzzles; an obstacle lies between you and a switch and the only way to hit the switch is with a curved attack.

The Loaded Fist

Sometimes a normal attack, or even a flurry of attacks, isn't enough. Sometimes, you need some extra oomph. That oomph comes from charged attacks called "Loaded Fists."

To charge an attack press-and-hold the Shoot button. Rayman's arm winds up faster and faster until it reaches full power and begins to radiate energy. When this moment occurs, the potential attack is at maximum power. Release the Shoot button and the resulting attack will do several times normal damage.

Sometimes a shot needs to be more than normal, but not at maximum. To shatter the pickup-containing Pigpots with one shot, for example, you must charge the attack for only a couple of seconds; that's enough to do the job. In combat too, it's great to have a fully-charged shot, but sometimes, when a good opportunity presents itself, a partially-charged shot is still better than an uncharged one.

Charging is interrupted if (1) an enemy attack connects, (2) Rayman receives an injury, or (3) he's forced to use his hands for clinging to a ledge (if, for example, he falls while charging). When such an action occurs, you must start the charge anew.

You get a 30-point bonus for finishing an enemy with a single shot, so try to have a Loaded Fist ready at all times.

Other actions, however, do not interrupt charging. Jumping, to name an important one, has no effect on charging. It's extremely useful, in fact, to jump while charging. With a fully charged shot, you can land and be ready to fight immediately or launch an attack in midair.

In frenzied combat, it's always a good idea to charge as you approach, dodging and jumping (and charging) as you slip into attack range. It can be difficult to hold down the Attack and Target Lock buttons while moving with the directional controls and tapping the Jump button but it's an important skill that must be mastered. Practice early and often.

Shooting Switches and Mechanisms

Buttons are pressed as if they're targets. You activate them by targeting and hitting them with a single attack.

Some controls must be hit repeatedly to maintain control over the mechanism. Striking the switch for some kinds of elevators, for example, raise the elevator a bit but the elevator will descend if you don't strike it again. You must, in this case, continually strike the switch until you reach your desired height.

Health Management

You are only in the game as long as Rayman has his health. Preserving it and managing it, however, is one of the largest challenges.

The first thing to know is how to view your health. Check it anytime by pressing the Display Life Button.

Miscellaneous

PLUMS

Plums can be utilized as portable trampolines. When you find one rolling freely or hanging from a tree, look for a wooden spike to spear it upon. Attack to get a hanging plum out of a tree, pick it up (by standing near it), target the spike (which you can only do if the plum is in Rayman's arms), and throw the plum (by pressing the Attack button). Once it's anchored on the spike, you can jump on the plum to reach otherwise inaccessible areas.

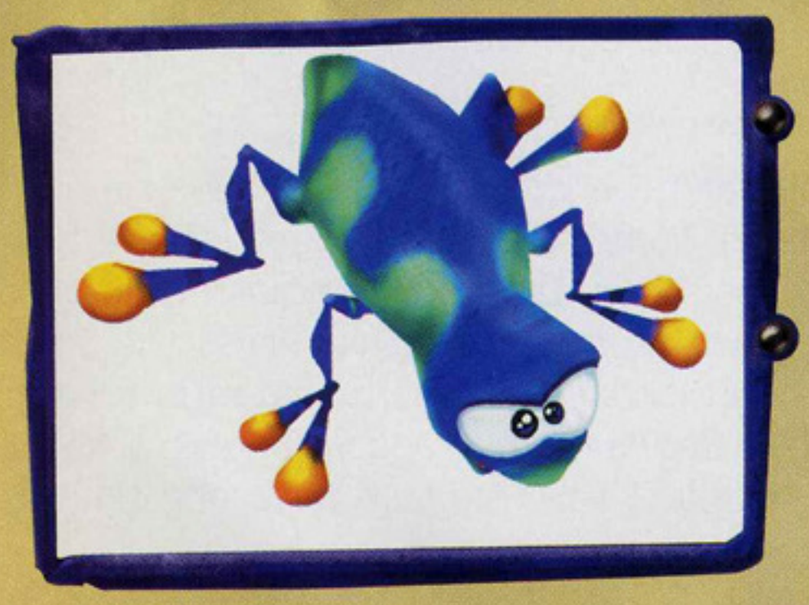
Plums can't be carried through water or when jumping. You can, however, toss them across hazards by pressing the Attack Shoot button or put them down by pressing the Jump button. They can also be kicked if you press Shoot while a plum is resting on the ground.

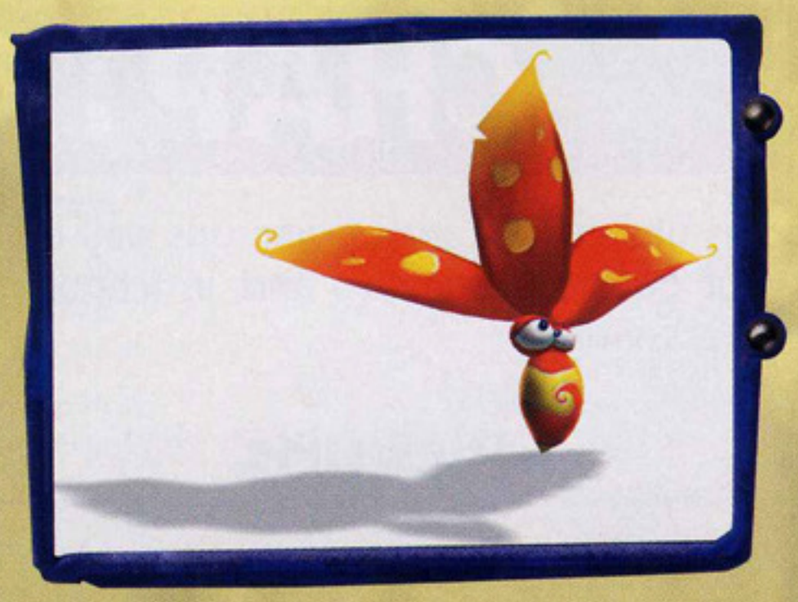
If you lose a plum, it will regrow where you found it originally.

ROCKS/EGGS

Rocks and eggs are dispensed by machines and can be used to hold down floor switches. You'll have to carry them, however, as they can't be thrown, and this can be difficult; rocks and eggs shatter if you are attacked. The best strategy in most situations is to clear the area of enemies, pick up the rock or egg, carry it until more enemies appear, defeat the foes, pick up the rock or egg, and continue. Repeat as often as required.

Collectible Creatures





There are two creatures that can earn you big points if you find them and handle them properly.

The first is called the Matuvu. This small lizard hangs around in high places and chirps gregariously when Rayman is nearby. If you spot one, switch to Look Mode and get it in the center of your view. When a red circle appears, hold your view for a few seconds. When he realizes you've seen him, the Matuvu will wave and you'll earn 250 points.

The Tribelles are very sweet, but aren't as outgoing as the Matuvu. They're red winged insects that can be found sleeping in quiet corners (the string of "Z"s above their heads reveal their positions). You must approach them slowly (see *Walking* in the *How to Be Rayman* Chapter) and get into close range. If you can do so without alarming the Tribelle (by approaching too quickly) you can capture it and snag 250 points.

Switches and Buttons

Switches and buttons come in many shapes and sizes. The common denominator, however, is how you use them: target them and fire a shot.

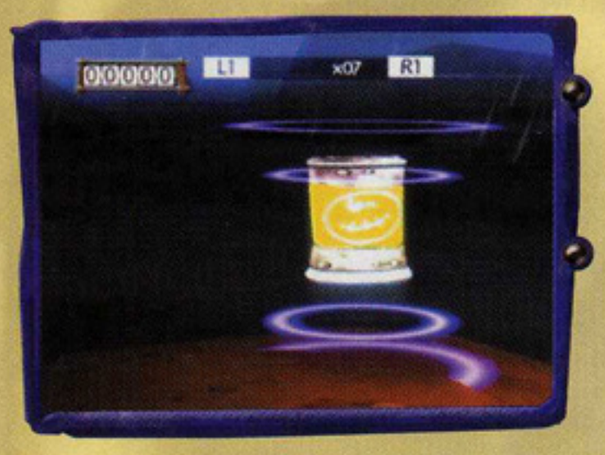
Power Suits

Even the prodigious courage and resourcefulness of Rayman won't be enough to extinguish the Hoodlum menace. He's going to need some special tools.

Fortunately, Hoodlums carry with them Cans of a substance that converts the user's clothes into a Power Suit with specific abilities. The Suits last for only a limited time but are often the *only* way to overcome challenges. Even more fortunately, Hoodlums are very careless with these things, dropping them periodically or leaving them strategically placed around battlefields. Their loss is your gain.

If you see a "**$**" above a Hoodlum's head, that means he's carrying a Power Suit Can. Target that enemy *first*.

THROTTLE COPTER (YELLOW)



The Throttle Copter is a head-mounted Helicopter blade with far greater lift than Rayman's own hair-o-copter. While Rayman can normally extend jumps horizontally or slow his descent with his innate ability, the Throttle Copter Power Suit allows him to *elevate* too.

Throttle Copter Cans are typically found where they are most useful. Since they invariably have extremely short time spans, the best strategy is to begin flying from where the Can is located. If you miss your intended landing point, try to slow your descent and return to the Can for a refresh.

Often, Throttle Copter Cans are found in mid-air, usually shortly beyond another Throttle Copter Can. The idea is to use the first Can to gain altitude in the direction you wish to go. When its power expires, use Rayman's own Helicopter ability to slow and extend his descent while traveling towards the midair Throttle Copter Can. After touching the next Can, he may resume his ascent. You'll see this daisy chaining of Throttle Copters frequently.

VORTEX (GREEN)

Beyond the ability to shrink enemies, the Vortex has extremely specific uses.

First, its tornado bursts are the only way to lower mushroom platforms; the Vortex spins the twisted mushroom stems and brings them down to a useful level. To utilize them for this purpose, target the stem (you can only do so while wearing the Suit) and fire. You even get a small point bonus for lowering a platform.

Second, the Vortex is the only effective way to deal with an enemy called a Stumbleboom. These grenade-lobbing Hoodlums stand atop long stilts that make targeting them well neigh impossible. To defeat them, don a Vortex Power Suit and target their *stilts*. Knocked off their perches, they're easy ground targets.

There is a third use for the Vortex, but it has nothing to do with the power granted by the Can. The time span for Vortex Cans tends to be quite long, making it an excellent Suit for point doubling. Its long time span lets you revisit reasonably distant rooms to enhance point collection opportunities.

Hoodboom

These grenade-hurling Hoodlums should be located quickly and approached very carefully. You may not even know they're there until you get a flaming-plum-juice cocktail on your head. Once you spot one, move in quickly for the kill or keep your distance until all other threats have been neutralized. They're pretty tough, requiring more than one Loaded Fist before they depart.

Stumbleboom

When they're about, find a nearby Vortex can and aim for the stilts (the stilts only register as targets if you're wearing the Vortex). Once brought down to ground level, they become simple Hoodbooms.

Grim Keeper

There's no way to attack these walking, armored troop transports head-on; the shield they hold is impenetrable. Occasionally, they pull the shield aside to release a gang of little Hoodlums called "Grims" (see below). *This* is your opportunity. When the shield is moved slightly aside to release the Grims, curve a shot to the exposed side of the Grimkeeper (straight shots won't do the trick).

Grims

Grims are usually found bursting from under the skirts of Grimkeepers. They're easy to snuff but come fast and in large numbers; it isn't hard to be overwhelmed by them. What's more, they get in the way when you're trying to defeat the very wily Grimkeepers.

It also appears whenever you add to your health by picking up a Red Lum (see *Red Lums*).

Later in the game, you'll gain the ability to covert Black Lums into Red Lums. You can then pocket the Red Lums to restore some health. For more on this ability, see below and for the correct button for your version of the game, see your game manual.

Losing Health

There are several ways to lose health.

Most of these ways involve taking damage in combat. The amount of damage depends on the enemy and the strength of the attack. Such damage can be minor or catastrophic or somewhere in between. Whenever you receive damage your health status bar will appear. This calls your attention to your health whenever it's endangered.

Health is also depleted when you take a fall from an unsafe height. If you fall too far too fast, Rayman will receive three penalties. First, he'll lose health in proportion to the length of the fall. Next, he'll be temporarily squished, preventing fast movement. Finally, you receive the usual 1-point reduction in score. Fortunately, any fall can be slowed and converted into a harmless touchdown with timely use of Rayman's helicopter (press-and-hold the Jump button).

It is extremely rare for a fall to be fatal. All but a small handful of levels have accessible "floors" which will end any fall and provide easy return access to the surface. Only in very extreme circumstances can you fall into oblivion and instantaneous Game Over.

You can also lose health by contact with environmental hazards. Snowballs, jumping piranhas, lava pools, and other dangers wait patiently for some unlucky hero to bumble into them. Don't be that hero!

Increasing Health

There are two ways to increase health.

The first is through the consumption of Red Lums. These glowing red orbs float peacefully throughout the lands in the game waiting to be used. To restore a portion of your health, touch a Red Lum.

Red Lums are permanent, but can't be used constantly. If your health is below maximum, touching a Red Lum uses it. Used Red Lums disappear for a while, but eventually respawn. If you touch a Red Lum with your health at maximum, it will bounce slightly, but remain in place. There's no way to waste Red Lums.

These life-giving Red Lums can be found in the environment hidden in quiet places or right out in the open. They are also often contained in secret rooms or inside Pigpots (which must be broken to release their contents). There's another source of Red Lums, but we'll get to that in a minute (see *Converting Black Lums*).

The second way to restore health is to increase your maximum health level. Read on.

Increasing Maximum Health

Part of the game involves freeing dozens of Teensies trapped in hanging cages. For every six of these cages you open, you receive an increase in your maximum possible health. When you get this gift, your health is automatically filled to the new maximum.

When health maximum is increased, the Life Bar is visibly lengthened.

Converting Black Lums

Your enemies, the Hoodlums, are actually Black Lums wearing very elaborate costumes. When you defeat a Hoodlum, the Black Lum inside will be exposed and flee past you. For most of the game, there's nothing you can do about this.

At the end of the Desert of Knaaren, you'll be given the ability (called the "Grimace") to convert Black Lums into Red Lums. To do this, wait until a Black Lum is nearby (the ability only works at close range) and press the Grimace button. The Black Lum will be immediately converted into a Red Lum and immediately used (once consumed, a converted Lum does not reappear).

You receive a point bonus for a successful conversion plus any health benefit consuming it provides.

View and Cameras

Looking around is a very important element of the game. Being able to look where you want from the angle you want allows you to see hidden areas and find special benefits that gain you more points (see *Finding Matuvus* in the *Scoring* Chapter).

The angle of the camera can be controlled at will with the Camera Control. Furthermore, the camera can be reset behind Rayman by tapping either the Look Mode or Lock Target button.

Look Mode and Zooming

To most effectively survey the surroundings, press and hold the Look Mode button. Once Look Mode is engaged, you can look in all directions with the directional control.

To further refine the First Person View, use the zoom controls. This ability is very useful in the search for Matuvus; often you'll need to locate the animals and zoom in close enough to activate the red circle that pops up when you find them.

Finally, you can lean right or left while in Look mode by pressing the Lean buttons.

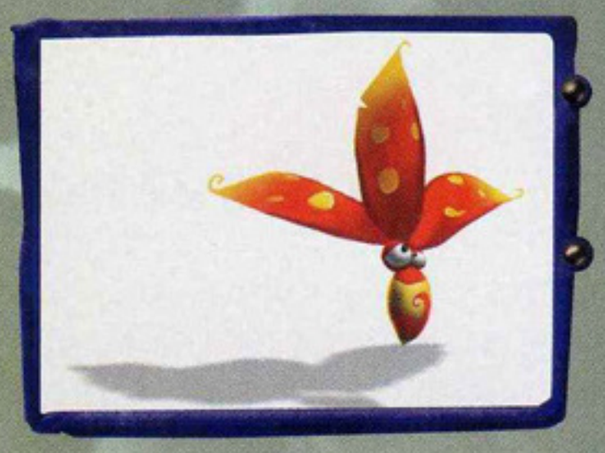
As your view falls upon the Matuvu in the center of your screen, a red circle appears around him. Fix your gaze on that point, keeping the circle illuminated for several seconds to earn a friendly reptilian wave and a bevy of bonus points.

The general rule for locating Matuvus is to take your time exploring every map. When a place is clear of enemies, stroll around slowly and keep your ears open. Rush through too quickly, and you'll miss valuable opportunities.

> Having stereo sound activated helps in the Matuvu search. The sound they make is directional, helping you to located them audibly.

Find the Sleeping Tribelles

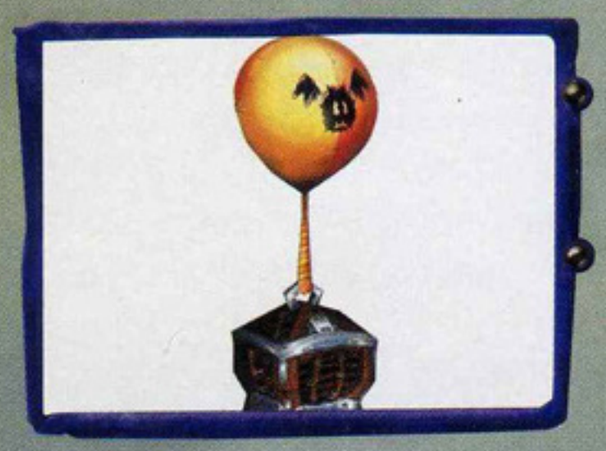
Rarer than Matuvus, but still quite valuable, are the snoozing Tribelles. These small red creatures can be found dozing in quiet, sheltered places.



Capturing them offers a substantial point bonus but you have to be stealthy; if you approach them too quickly, they'll blink away to safety. To earn the Tribelle bonus, walk towards them *very* slowly and carefully. If you can reach close proximity without rousting the Tribelle, Rayman will capture it and pocket its 250 points.

Freeing Teensies

Throughout the game, you'll find hanging cages (some more inaccessible than others) containing imprisoned Teensies. Freeing them is *very* rewarding and very often (though not always) game critical.



> ***The number of available cages in a Level is shown on the Level's score screen. Check your progress by consulting this screen.***

Cracking open a cage (with one on-target punch) frees the Teensies. There are other benefits as well. Teensies often leave behind jewels, Red Lums, or Power Suit Cans (many of them required for the next step in the game). Additionally, for every *six* cages you open, your maximum health is increased and your health bar refilled to the top.

Multiplying Your Score

If you defeat every enemy, collect every pickup, spot every Matuvu, and ensnare every Tribelle, you won't get a very high score. Why, you ask?

Simple: score multiplication. To get the glory, earn the rewards, and rank among the elite, you must milk every possible point out of the opportunities offered.

Score multiplication is done via two means: Combo Mode and Power Suit Doubling.

Combo Mode

Every time you score points, you enter "Combo Mode," a limited time during which any further points you score will be enhanced. Furthermore, each subsequent point you score extends Combo Mode, allowing you to gain even more points. It is, therefore, a good idea to earn points in bunches.

The percentage represents how much of a predetermined "optimum" score you achieved. This mysterious threshold represents what a very good player would achieve finding every pickup and point opportunity in an Area and utilizing Combo Mode and Power Suit Doubling effectively.

This is not an indication of whether you got all of a Level's pickups (100% is possible without finding every pickup and is impossible by merely collecting everything without any score enhancers). It's even possible to get more than 100% if you do an extremely good job.

Fortunately, these scores are only a mystery if you don't have this book. Since you obviously do have it, the optimum scores per Area are listed in the walkthrough sections.

Though the optimum scores are neat goals to shoot for, you needn't achieve them to unlock all the game secrets. You can even fail miserably at a Level, as long as you make it up in another one.

To win all the game's bonuses, you generally need to maintain about 80-85% of the optimum scores.

OPTIMUM SCORE TABLE

Area	Optimum Cumulative Game Score	85% of Optimum Score
Fairy Council 1	0	0
Fairy Council 2	1,770	1,505
Fairy Council 3	6,220	5,287
Fairy Council 4	11,410	9,699
Fairy Council 5	19,410	16,499
Fairy Council 6	25,410	21,599
Clearleaf Forest 1	31,210	26,529
Clearleaf Forest 2	44,210	37,579
Clearleaf Forest 3	60,210	51,179
Clearleaf Forest 4	68,210	57,979
Clearleaf Forest 5	71,790	61,022
Clearleaf Forest 6	79,790	67,822
Bog of Murk 1	82,150	69,828
Bog of Murk 2	84,740	72,029
Bog of Murk 3	97,740	83,079
Bog of Murk 4	103,860	88,281
Bog of Murk 5	107,642	91,496
Bog of Murk 6	111,432	94,717
Land of the Livid Dead 1	128,032	108,827
Land of the Livid Dead 2	139,032	118,177
Land of the Livid Dead 3	152,032	129,227
Land of the Livid Dead 4	154,262	131,123
Land of the Livid Dead 5	166,212	141,280
Land of the Livid Dead 6	182,212	154,880
The Desert of Knaaren 1	188,762	160,448
The Desert of Knaaren 2	197,562	167,928
The Desert of Knaaren 3	203,872	173,291
The Desert of Knaaren 4	215,072	182,811
The Desert of Knaaren 5	216,572	184,086
The Desert of Knaaren 6	219,572	186,636
The Desert of Knaaren 7	239,072	203,211
The Desert of Knaaren 8	248,252	211,014
The Longest Shortcut 1	268,252	228,014
The Longest Shortcut 2	272,312	231,465
The Longest Shortcut 3	280,062	238,053
The Summit Beyond the Clouds 1	283,662	241,113
The Summit Beyond the Clouds 21	304,672	258,971
The Summit Beyond the Clouds 32	316,772	269,256
Hoodlum Headquarters 1	327,992	278,793
Hoodlum Headquarters 2	346,462	294,493
Hoodlum Headquarters 3	356,653	303,155
Hoodlum Headquarters 4	370,938	315,297
Hoodlum Headquarters 5	372,088	316,275
Tower of the Leptys 1	388,088	329,875
Tower of the Leptys 2	406,688	345,685
Tower of the Leptys 3	414,788	352,570

To guide you in your quest, here's a table of where your total game score could be (the optimum score) and where it should be (85% of optimum) to assure opening all the games Bonuses.

Improving Your Score

Once you complete a Level, you can go back and play it from the beginning to improve your score. If you manage to better yourself for the entire Level (not just one or some of its Areas), the new score will replace the former.

LEVEL 1: THE FAIRY COUNCIL

LEVEL MAXIMUM SCORE: 25,410

Area 1

Enemies: None

Matuvus: None

Tribelles: None

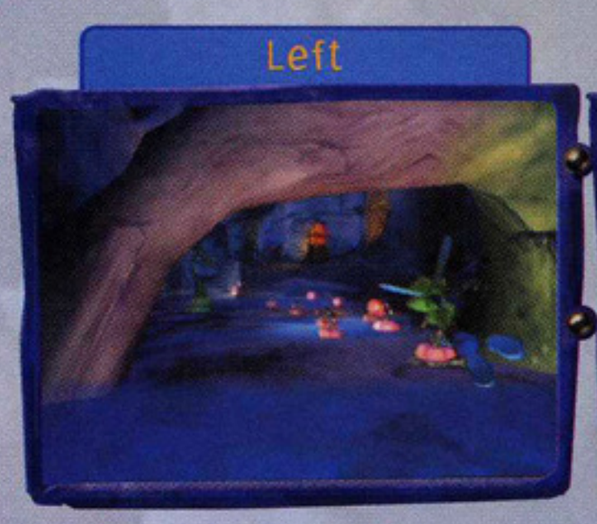
Teensie Cages: None

Maximum Score: 0

The first area is merely introductory. Rayman hangs from his hair as Murfy flies him through a Hoodlum gauntlet. Just snap up the Red Lums as you pass.

Only the first two sets of Red Lums are mandatory; you can't progress until all six of these Red Lums are collected and Murfy will circle around until you have them all. Once that's done, obtaining the other Red Lums is optional, but highly recommended. Collecting them allows you to start the game with a full health bar. Fortunately, there are more Red Lums available than you need to top off your health, so don't despair if you miss a few.

You won't need to use any controls except for the directional controls—for that you only need to move right or left. As you approach each set of Red Lums, jam the directional controls in the indicated direction as you approach:

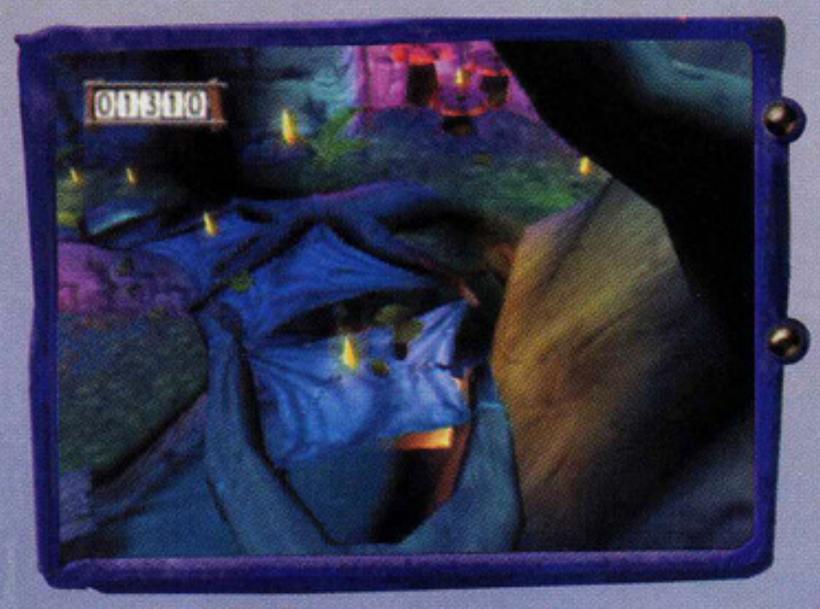


When you come to the end of the course, Murfy takes you for a wild ride to end the area.

Cross the bridge again and use your jump button and Helicopter ability to bounce off the large, yellow mushrooms. Jump from the second mushroom and Helicopter to the ledge ahead.

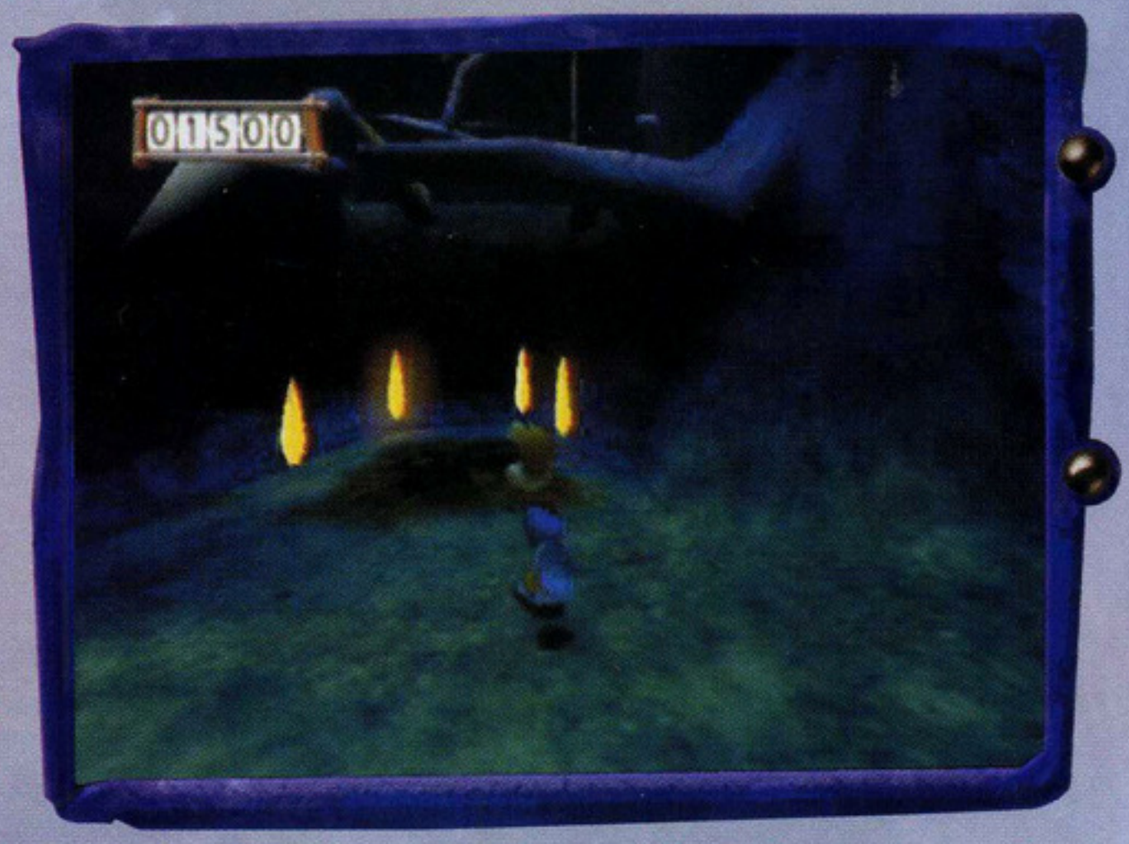
Hop up the red toadstools to the ledge to the left and cross the short wooden bridge. Climb the path and jump and Helicopter to the distant ledge.

Surge left to find a series of trampolines, ignoring momentarily the ledge to the right (it's the path to the next area), and bounce down the line to a ledge filled with gold jewels.



Bounce back to the ledge (now on your left) and jump atop the pink flowers to gain some more gold jewel points. Follow the arrow and go into the nearby tunnel (beneath another of those green lanterns) to find the next area.

Follow the passage to come to the exterior of the Fairy Council's headquarters. Before doing anything, drop off the platform and turn around to find a small stash of jewels.



Area 3

Enemies: André, Slapdash

Matuvus: 4

Tribelles: None

Teensie Cages: None

Maximum Score: 4,450

This section begins with Rayman in the first of three rooms. There's plenty to collect here, but you might want to wait until you get your first Power Suit in the third of these rooms (all points are doubled if you're wearing a Power Suit). For now, skip all the goodies and jump directly onto the platform in the center of the room.

Since this is the first opportunity to use a Power Suit, this walkthrough will be written to show you how to take full advantage of it. In future, undertakings like this will be left to your own creativity and fortitude. We will, however, note when an upcoming Power Suit may be of use, but won't outline so completely the means of exploiting it.

The first of several Matuvus is on the ceiling directly behind the lifting platform. Locate it now but don't zoom in on it. It'll be far more valuable in a moment.

Target the switch to the right and attack it repeatedly until the platform rises to the second floor. Hop off and proceed through the door (note but do not stare at the Matuvu above the doorway).

Ignore the jewels in the center of the room and jump on the ascending platforms around the walls of the room. Several of the shelves house Pigpots, take a moment to break them open (a mandatory step to unlocking the door above) as you make your way to the top. When you shatter the last Pigpot, the door above opens.

The yellow bar at the bottom of the screen shows how many more Pigpots are needed to open the door. When the bar is empty, the door opens.

Pass through but, again, don't collect anything. Jump onto the curved platform ahead. The switch to work this lift is behind a translucent screen; straight attacks won't do the job. Working quickly, launch curved punches (alternating sides as the switch swings back and forth) to make the lift rise. When it's near the top, jump to the upper platform.

Area 4

Enemies: Slapdash, Ninja Crab

Matuvus: 2

Tribelles: 2

Teensie Cages: None

Maximum Score: 5,190

Surge down the passage and head to the lower level. Behind a wooden decoy-Globox, a Hoodblaster is taking cover; fire a couple curved punches to put him down. He drops a Vortex Can nearby.

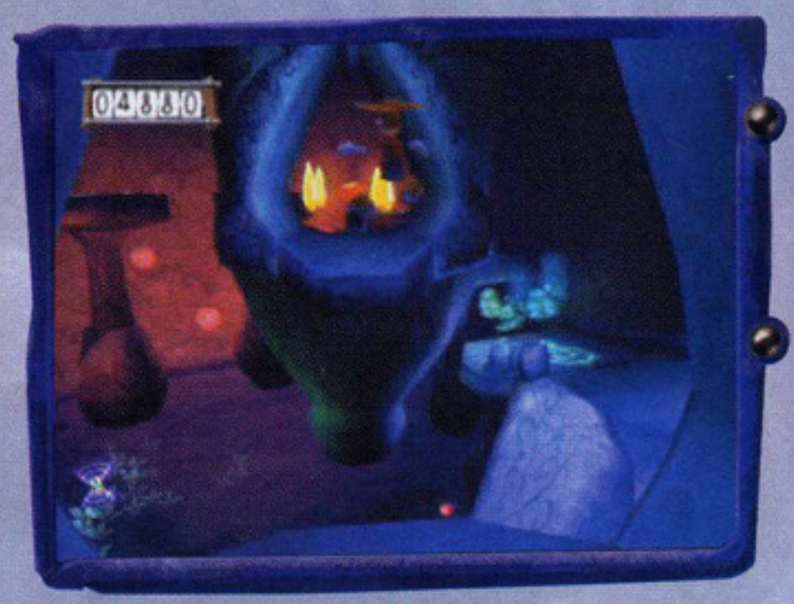
Take the Vortex and collect all the pickups on the lower floor. Touch the Vortex again and go up the ramp to where you entered. Face left of the entrance and look high up the wall for a Matuvu. When you have its attention, turn around and target the mushroom stem nearby to lower it. Hit the second one too and return to the Vortex can for a fresh dose.

Rush back up the ramp (no time to lose!) and jump on the mushrooms and following platforms. Leap up to grasp the high vines and make your way across to the far ledge.

Go straight, but reduce your pace to a very slow walk to approach the sleeping Tribelle. When you get close enough, you'll receive its point bonus (as long as you didn't scare it away by approaching too quickly).

If the Vortex Suit deactivates before you get to the Tribelle, go back and start over; you don't want to throw away 250 points!

Return to the Vortex can and rush back up to the hanging vines. Instead of using the vines, however, jump from the trampoline to the left and Helicopter to a small ledge. Run through the tunnel and jump over to the cache of jewels nestled in a high nook. You'll have just barely enough time in the Vortex Suit to get to this spot, so it may take a few tries.



Run below the stairs to get a hidden jewel but watch out for falling rocks. Next, climb the staircase but be ready to jump as it collapses around you.

Use your Vortex power to bring down the mushroom and jump on it to proceed. Next, jump up to the vines above to cross the chasm. Alas, the tremors will knock out section of the vines so you'll have to navigate around broken areas.

If you miss a jump, don't despair. Jumping up the pieces of the wrecked staircase isn't easy, but it's possible.

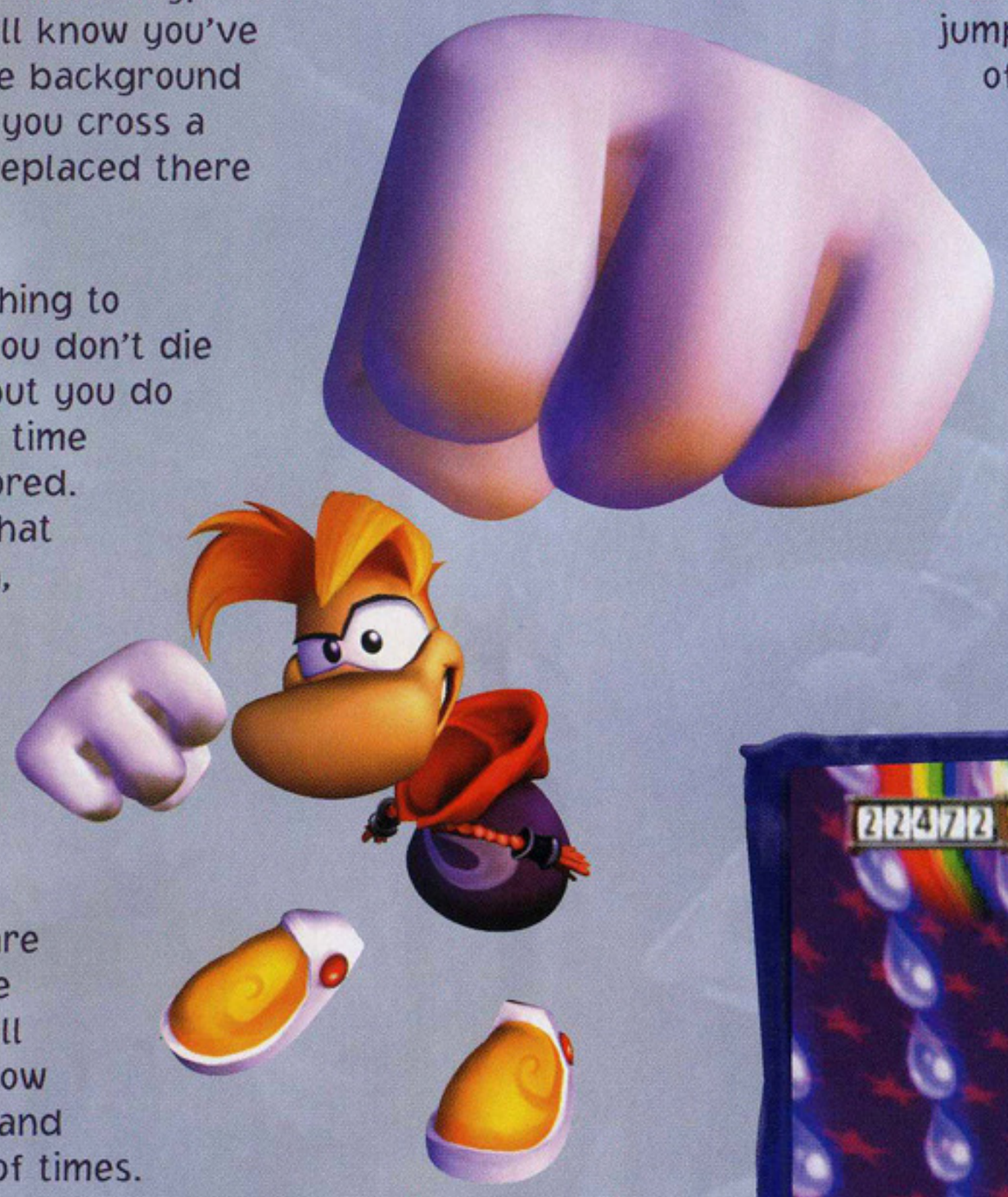
Run down the corridor and charge up your Loaded Fist. As you emerge in the next room, two Ninja Crabs await. A falling boulder immediately squashes one, but the Ninja Crab left standing is your problem. Go straight to the Vortex Can in the center of the room.

To the left of the Vortex Can, near the wall, you'll spy a crack that needs to be scaled in a moment. Behind that rock mass, however, is a Tribelle. Sneak around back and capture the sleeping creature, walking *very* slowly. Next, collect all the booty you can find around and just above the floor of this room. Shimmy up the crack to proceed.

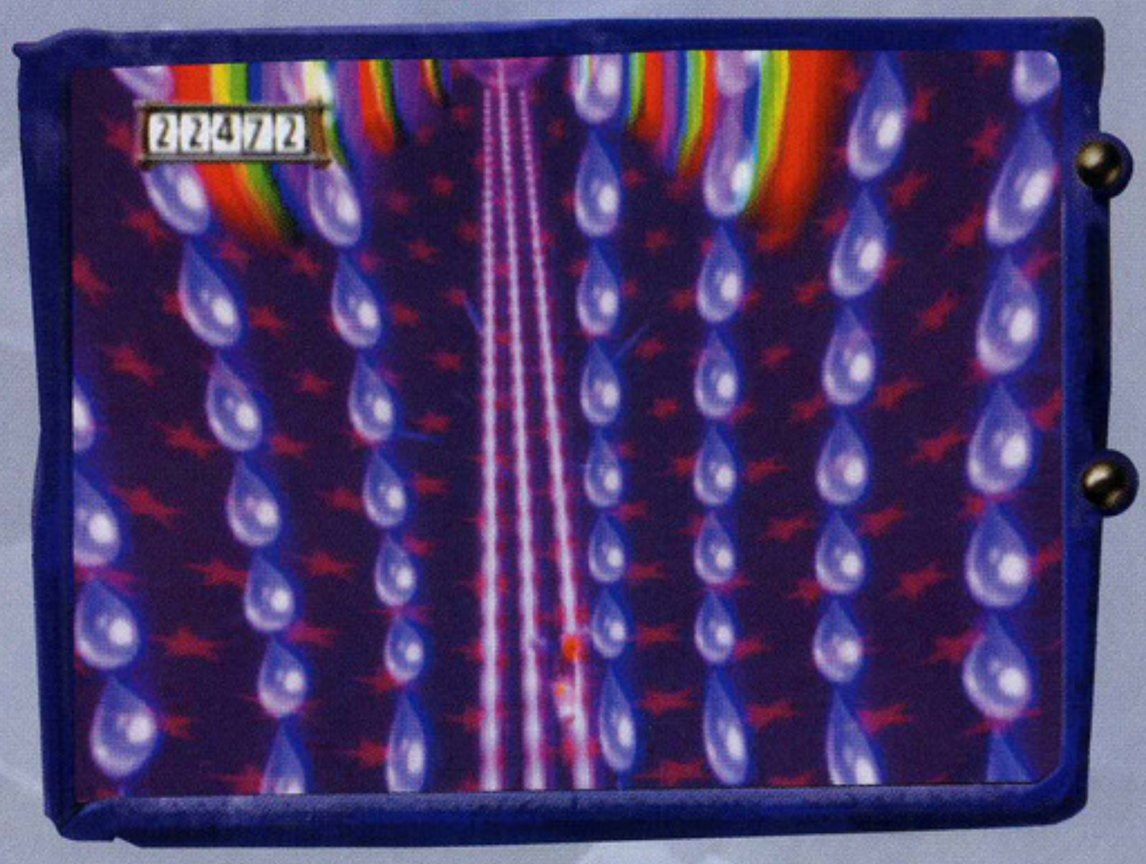
Rush down the hallway to complete this area.

The second thing to understand is that there are several invisible waypoints along the track. You'll know you've passed one when the background colors change. Once you cross a waypoint, you'll be replaced there if you fall.

The third and final thing to understand is that you don't die if you miss a jump, but you do lose one point every time you need to be restored. What this means is that it's OK, within reason, to intentionally jump off the tracks if you miss a pickup. You'll be sent back to the waypoint for a chance to nab the missed item. There are some times when the only way to collect all the pickups is to throw yourself off the rail and backtrack a couple of times.



If you're quick, you can then jump to the left rail and back to the center to get all the pickups. If not, jump off the rails and start over. This is one of those "worth it" situations.



The general rule to navigating this first highway is this: most pickups are in the center or to the right. Whenever you must decide which way to go, therefore, stay in the center or go right.

Keep your eyes peeled for pickups after the long drop; they come fast and furious. After a few jumps, you've arrived at the end of the highway and the end of this first Area.

When you near the end of the highway, a "door" opens to a very brightly lit area and you go for an extremely long fall. Try to land on the right hand rail.

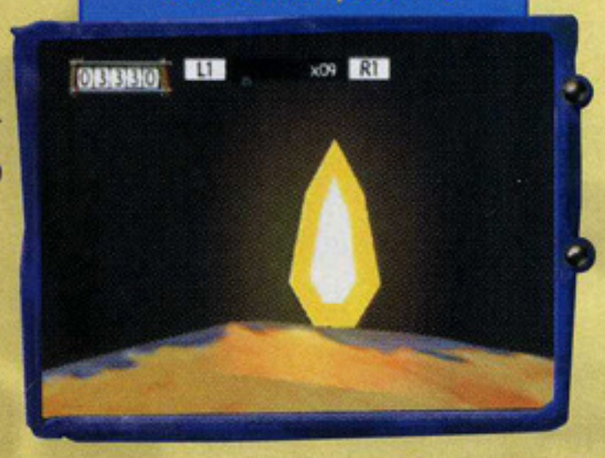
CHAPTER 3: GOODIES

The goodies you collect and power-ups you utilize are vital to your quest in *Rayman 3* and, in frequent cases, absolutely essential.

Pickups

Pickups can serve several purposes. Some are collected to earn points, others to restore heath. Points, in turn, gain you access to bonus games and other benefits, while health permits you to stay in battle longer. It is, therefore, extremely important to pocket every pickup you see. To aid you in this endeavor, here's a handy guide to everything you'll find.

Gold Jewels
Value: 10 points



Red Jewels
Value: 30 points

Green Jewels
Value: 1,500 points

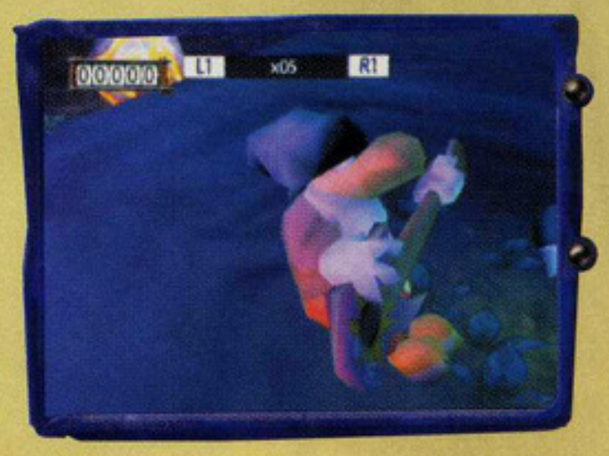
Try to pick up jewels in bunches to make the most of Combo Mode. It also pays to wear a Power Suit since any point you score while in the Suit is doubled.

Containers

PIGPOTS

Pigpots are actually wooden crates that contain some kind of bonus (jewels, Power Suit Cans, Red Lums, etc.). To get to the bounty within the Pigpots, however, you'll need to crack them open. Though Pigpots aren't made of iron, they do require some brute force; always power up your attack a bit (though not necessarily to full power) to break them open. Note that jewels that come out of Pigpots disappear after a moment, though Red Lums and Power Suit Cans do not.

GARDEN GNOMES



Garden Gnomes work just like Pigpots, but they're flimsier (requiring no wind-up at all). They only appear on the game's first Area.

SNOWMEN

Snowmen are only found in *Level 7: Summit Beyond the Clouds*. Unlike Pigpots, you must break up the Snowmen in two parts (head and body) to get to the stuff inside.

Health Increases

RED LUMS

Red Lums are life-giving objects that increase Rayman's health. They can be found scattered around levels in places both obvious and hidden. Often they're contained in Pigpots.

When you need a little healing, locate a Red Lum and pick it up. If you need it, the Lum will disappear for a while, eventually respawning for future use. If you don't need it, the Red Lum will bounce slightly and stay in place.

Once you earn the power (called "The Grimace") to covert Black Lums to Red Lums, you'll have a new source of Red Lums. Every time you vanquish a Hoodlum, the Black Lum within flees past you. Press the Grimace button as the Black Lum passes to instantly turn him into a restorative Red Lum and receive an extra 10 points. You may then collect this Red Lum for a one-time health boost.

Power Suit Types

There are five types of Power Suits. Each Suit grants a different ability or set of abilities for a specific amount of time. The ability can be refreshed infinitely and at any time by touching the Can again; once found, the Cans *don't disappear*. Touching a Can with a different Power Suit instantly switches Rayman to the most recent.

The particular power gained is indicated by the color of the Can.

HEAVY METAL FIST (RED)

Grants super strength. Certain enemies and most destructible doors can *only* be affected if you have this Suit on.

The time span for this Suit is typically short, allowing only just enough time, for example, to reach a door that can only be shattered with the added force of the Suit or to get in a few blows on a particularly strong enemy.

LOCKJAW (BLUE)

Creates two wrist-mounted grappling hooks that can be used offensively or for traveling.

Throughout the game, you'll see single or a series of flying hooks (metal loops with Helicopter blades to keep them aloft). Target these and launch the Lockjaw to grapple onto them and swing back and forth. You can control the path of this swing with your directional controls. While swinging from a hook you can target another hook (wait until the next hook is highlighted first) and travel to it by pressing the attack button. You can also jump from the forward apex of a swing to leap to otherwise inaccessible places.

> As the game gets more difficult, you may find yourself just barely too far away from a hook to grapple onto it. Time for a leap of faith! At the apex of the forward swing, press the jump button. The instant the next hook is highlighted, press the Attack button to grapple it.

Offensively, a single shot from the Lockjaw (tap the Attack button) hurts just like a regular punch. More interestingly, if you target an enemy and repeatedly tap the Attack button, a charge is sent out through the chains, electrocuting your foe for as long as you maintain the connection. This shock power is mandatory for beating certain bosses.

SHOCK ROCKET (ORANGE)

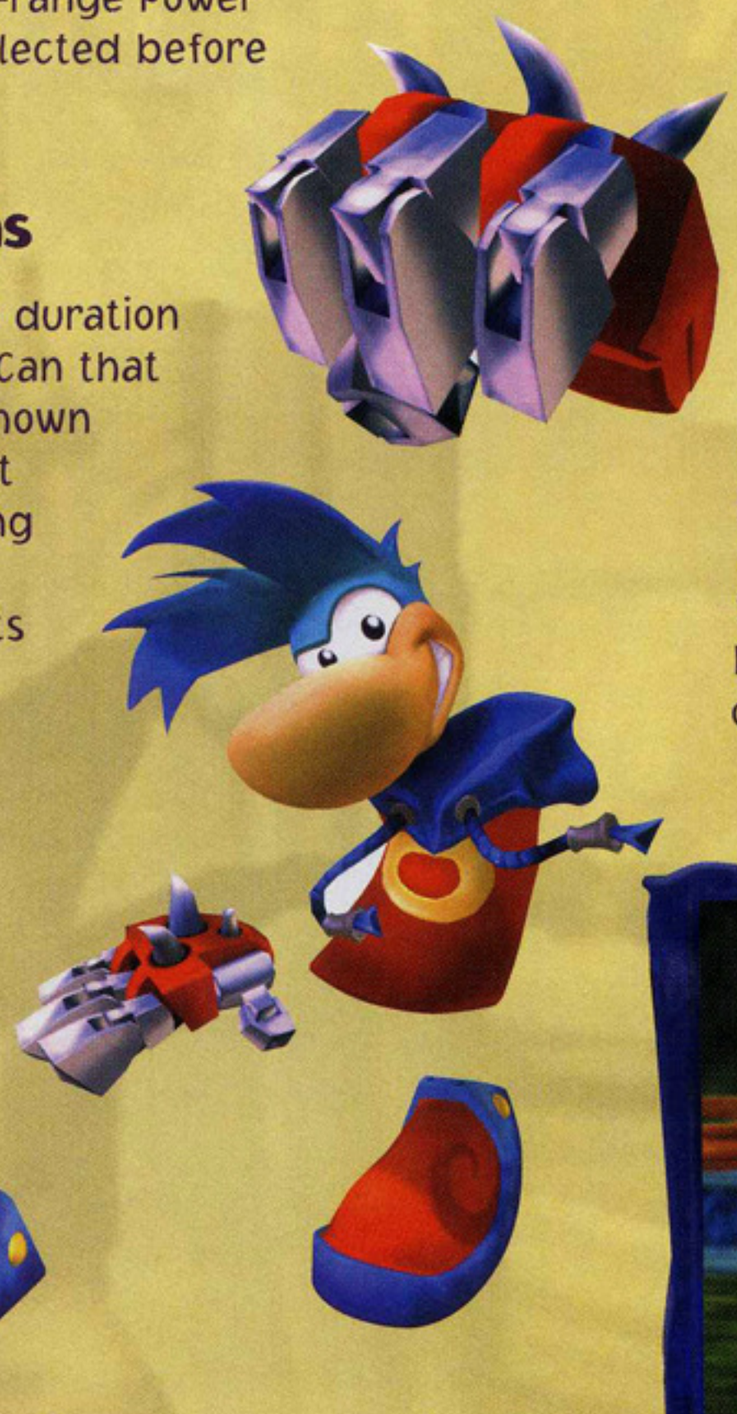
This glove-mounted rocket can be remotely controlled after launch and detonates on impact with anything solid. It's, therefore, a useful tool for attacking inaccessible foes or pressing otherwise impossible-to-reach switches or Teensie cages. Be creative, you might be able to save yourself a big fight if you use this one properly.

The time span for the Shock Rocket is usually very short, meaning that you won't have much time to move and aim once you step away from the Shock Rocket Can. What's more, the flight of the rocket is limited by the time span of the Suit. It's best, therefore, to stand on the Can itself and fire from there since the clock doesn't run while you remain in contact with the Can (see *Power Suit Time Spans*). The rockets also have a limited range regardless of time, so you can only send them so far.

The walkthroughs will indicate when there's a Vortex Can (or any other long-range Power Suit) ahead that should be collected before scooping up a room's pickups.

Power Suit Time Spans

Every Power Suit has a limited duration once you step away from the Can that contains it. The time span is shown on the circle in the lower right corner of your screen, counting down clockwise. When time expires, the Suit and its effects disappear.



You can renew this clock any time by touching the Can again. To extend time infinitely, stand on the Can itself while using the power; the clock won't run until you depart. This, it should be obvious, won't be possible with most Power Suits (since you'll need to go and do something with the power), but it does come in handy with the Shock Rocket. In this case, standing on the Can provides more time to aim and fire and the maximum amount of flying time for the rocket shot.

Not every Can of the same variety has the same time limit. Often, the time is tuned to the task for which the Power Suit is intended. For example, if you find a door that must be destroyed, there must be a Heavy Metal Fist somewhere in the vicinity. Odds are that the time span on it will be just enough for you to don the Suit and return to the door to be splintered. If you miss a jump or lose your way, the Suit will expire before you reach your destination. That's the challenge in these situations.

Power Suits and Scoring

As discussed in the *Scoring* Chapter, Power Suits are crucial tools in maximizing your score. Every point you earn while wearing any Power Suit is *doubled*. This may not be a big deal for a single 10-point gold jewel but it turns Matuvus and Tribelles into *500*-point victories. If you're lucky and good (and you mind the walkthroughs), you can arrange to be in a Suit for the discovery of a 1,500-point green jewel for a attention-grabbing total of 3,000 points. Now that's sweet.

What's more, the Power Suit Doubling doubles points earned in Combat Mode too. So, while a medium cluster of gold jewels aren't worth *massive* points by themselves, collecting them quickly to invoke the Combo Mode bonus and while wearing a Power Suit makes a big difference.

The bottom line is to do everything in your power to be in a Power Suit at all times (even if the power it grants isn't useful at the moment). Furthermore, don't collect a room's point opportunities until you look around to see if there's a Suit available. This may not always be possible, but the walkthrough will highlight major opportunities of this kind.

Special Pickup: The Shoe

There is one further pickup that resembles a Power Suit Can. It is, the Shoe. When you pick up this orange shoe-shaped pickup, it begins a mini-game in which Rayman is miniaturized, falls into one of his own shoes, and watches as his other shoe speeds away.

The goal is to drive Rayman's shoe and collide with the rogue shoe in a very odd game of "demolit-shoe derby."

When the rogue shoe's health is depleted, Rayman returns to full size, recovers his shoes, and receives some form of reward.

CHAPTER 4: ENEMIES

A hero is defined by those arrayed against him, his enemies. The greatness and power of the opposition determines to what height a hero must rise. If this is true, Rayman has quite a mission ahead; the Hoodlum forces, the followers of André are many, varied, and determined. Add to that the other nefarious villains and creatures you'll meet along the way and you'll get an idea of the amount of heroism Rayman's going to need.

A little intel goes a long way to making transition to heroism that much easier. With this handy directory, you'll know exactly how to recognize and combat each breed of Hoodlum you encounter.

Hoodlums

Hoodblasters

The Hoodblaster is the garden variety Hoodlum—the foot soldier, the cannon fodder. You, my dear Rayman, shall be the cannon! Hoodblasters aren't terribly resilient, but can absorb several uncharged shots before giving up the Black Lum within. Avoid shooting straight shots at them as they'll deflect with their extended boomsticks; use curved shots instead (see the *How to Be Rayman* Chapter). At close range, they use their boomsticks (quite effectively) as clubs; keep your distance.

Hoodstyler

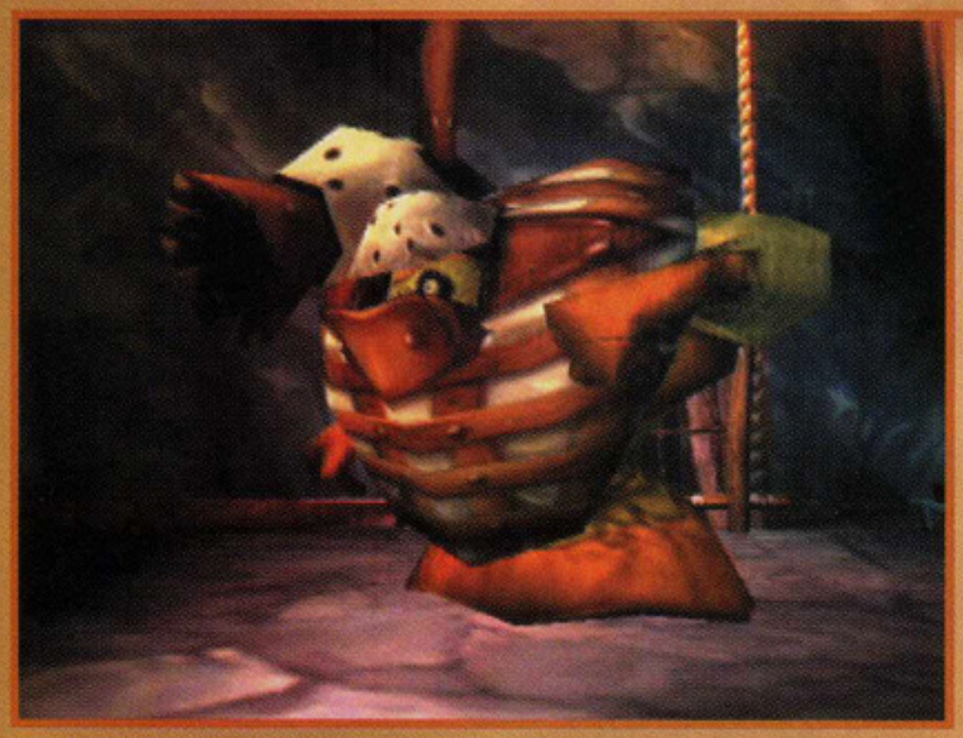
Not only are Hoodstylers better dressed than the sackcloth wearing Hoodblasters, but they have better weapons. The swifter shots from these boomsticks are far more difficult to avoid. Like the Hoodblasters, they use their boomsticks as clubs in close combat and as a shield from single, uncharged shots.

Elite Monger

The Elite Monger is not that different from the standard Hoodblaster, but they're triple the fun. The three-barreled boomstick shoots three simultaneous shots that spread as they leave the weapon. Avoiding this array of fire is tricky; keep moving and be aware of where the shots are (they're kinda slow). They're also tougher than the average Hoodblaster and are far better shots. Like their lower ranking brethren, they do exhibit the same close combat moves.

Hoodoo

Hoodoos are Hoodlum sorcerers that can cast protection spells on other units while remaining invisible themselves. The only way to beat them is to force them to expose themselves—fire a single shot at the protected Hoodlum and the Hoodoo will briefly appear nearby. Immediately, switch targeting to the Hoodoo and get in as many shots as you can before he dematerializes. Repeat this process as often as required to finish off the Hoodoo and then tend to the newly unprotected Hoodlum. Beware, however, Hoodoos sometimes protect each other; you can encounter a Hoodlum protected by one Hoodoo who is, himself, protected by another.



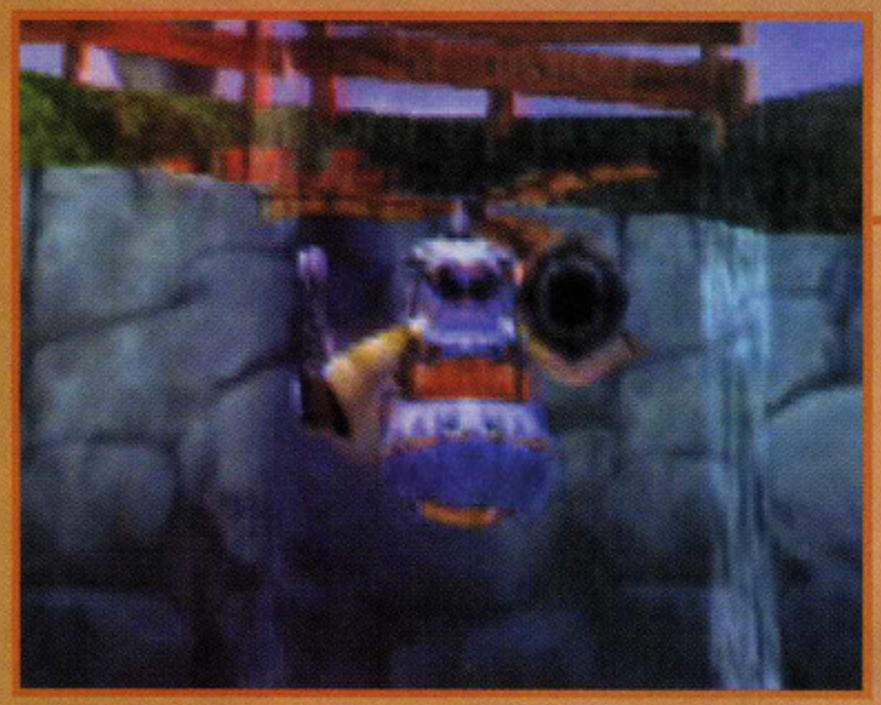
Heckler

The Heckler is the most heavily armored Hoodlum you'll face, but his armor isn't secured very well. To even injure (let alone defeat) him, you must first momentarily strip him of his protective shell. To do this, a Heavy Metal Fist Power Suit's needed; you won't be able to do a thing without it. Once you've donned the Suit, hold the attack button until it reaches full power (see *Loaded Fists* in the *How to Be Rayman* Chapter). Next, lock the Heckler with the Target Lock button and release the attack button. When the fully powered Heavy Metal Fist connects, it briefly knocks off his armor. Let fly with as many fast, medium distance attacks as you can before his armor falls back onto his massive shoulders. Retreat to a safe distance and (while dodging the Heckler's shots), locate the Heavy Metal Fist can to begin the process again. Lather, rinse, repeat.

Avoid getting too close to the Heckler as he'll give you a good squishing, causing lost points, temporary immobility, and lost health.

Slapdash

These basic guards are best in close combat. As such, they tend to pop up out of the ground as you approach. They do have a long distance attack but it isn't terribly threatening. Finally, they're pretty flimsy, unable to absorb even a single uncharged shot.



Hoodstormer

Hoodstormers are small, quick flying units that usually attack in groups. They're immune to straight shots, so stay on the move and use only curved shots; a few strikes will do the trick.

Drop straight down to the lower level of the camp and splinter the first of the three breakable doors. Collect the contents of the Pigpots and return to the Heavy Metal Can.

Don the Heavy Metal Power Suit and run back the way you just came to the second breakable door. Charge your Loaded Fist as you go and fire at the door the instant you're close enough to target it (the Suit won't give you enough time to get any closer).

Before passing through the shattered door, drop back to the floor and grab the Vortex Power Suit. Climb up the mushroom to the broken door and shoot the Teensie cage. Its freed inhabitant leaves you a valuable green jewel worth 1,500 points (3,000 if you have a Power Suit).

Return one last time to the Heavy Metal Fist Can and explore the area for pickups. Shatter the third breakable door and venture inside.

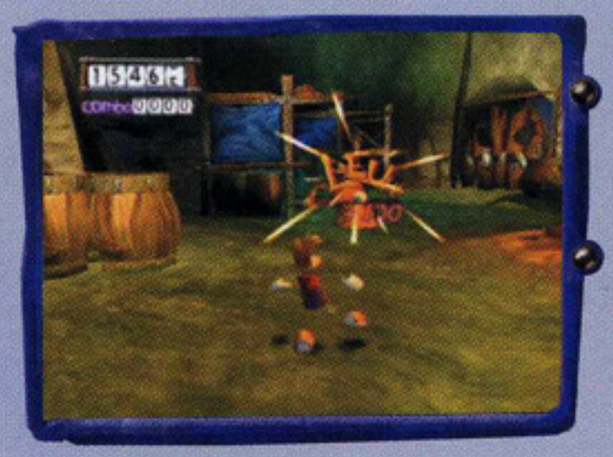
You emerge on a ledge high above a roaring river at the base of a waterfall. Helicopter to the canyon floor and collect all the pickups. Walk very slowly towards the base of the waterfall to find the barely visible Tribelle snoozing in the wet mist.

Locate and climb up the high wooden ladder near the waterfall and climb to the top. To get where you need to go, a blind jump is necessary. Leap away from the ladder and activate Rayman's Helicopter. The camera will shift around to show you where you're headed: a ledge above the river.

From the ladder, view where you're headed by using Look Mode and turning all the way around.

Crack open the Teensie cage floating here and behold your first Lockjaw Power Suit Can. Activate it and step forward onto the short broken bridge.

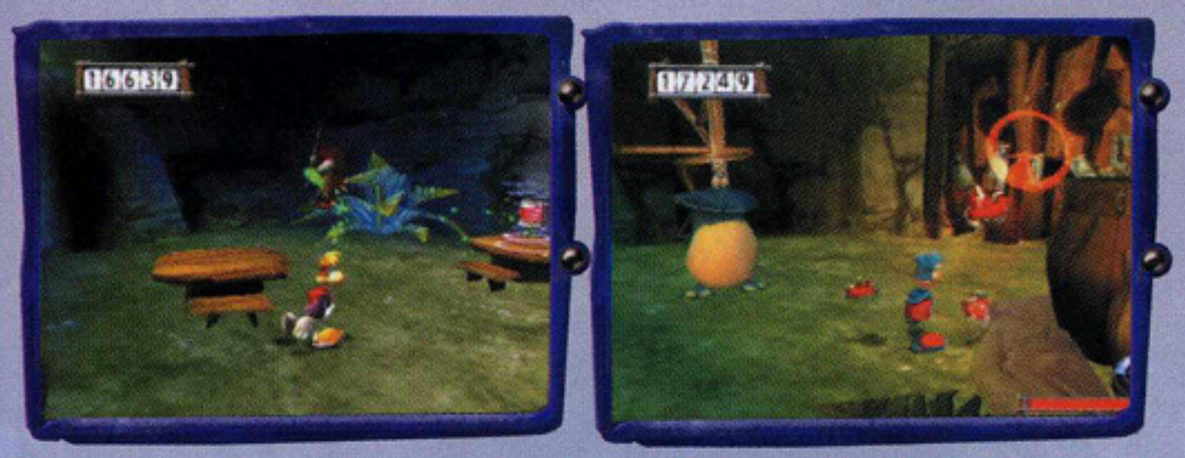
Fight off the trio of Hoodblasters as you enter the camp. Note the breakable door at the far end (which, of course, you can't break without a Heavy Metal Fist Power Suit). To the right of this door, there's another surprise foe (a Slapdash) that only appears as you approach. There's also a red jewel hiding behind a rock.



There's a Power Suit nearby, so don't go collecting until it's yours.

To the right of the campfire, there's another wooden door with a hole in it. Charge up your Loaded Fist and plug the two Hoodblasters who sit at the table. When both have been dispatched, the door opens. As it does, three more Hoodblasters appear behind you; turn and fight before going inside.

Inside, hop onto the barrels to the left and shoot the Teensie cage hanging nearby. The departing Teensies leave you a Heavy Metal Power Suit. Wear it and sweep the camp for pickups before using it for its intended purpose: smashing that breakable door to little bits.



Go through the shattered door and collect everything in the next camp. Look for the plum tree to the left and target the plum with a single shot. Pick it up by standing next to it.

Carry it toward the wooden spike nearby. When the target circle appears on the spike, throw the plum by pressing the shoot button. Rayman will hurl the bouncy fruit onto the spike. Jump onto the skewered plum and up to the ledge to exit the Area.

Thoroughly explore the entire ground level for numerous pickups. Opposite the tower with the switch, a second tower holds a secret. Stand under it and look up to find another Matuvu.

Bounce up to where Globox is by hopping up the bubble he left behind. From there, jump to the other structure (where the Hoodboom stood) and walk slowly along the platform to find another Tribelle.

Jump back to the other structure but go up to a pickup-rich platform above Globox. Put on the Lockjaw Suit one more time, return to Globox, and enter the passageway into the complex.

To maximize your points from the various pickups in the tower room, go back to the exterior one more time and get the Lockjaw Suit. Search the floor level and on the ledges around the room for loads of points.

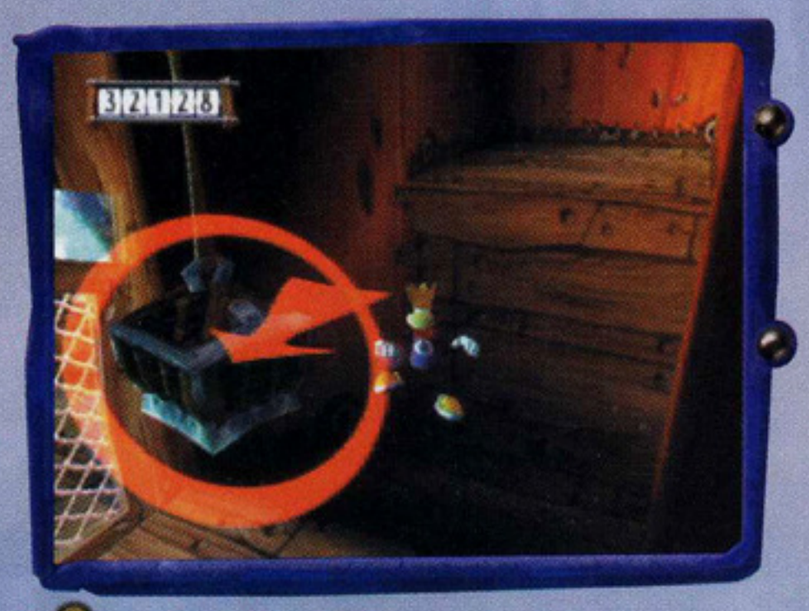
Return to the box tower and climb to the top. Go up the ladder and forward into the next room. Leap down to the floor and duel with the two Hoodblasters, one of whom guards another breakable door.

There's another breakable door in this room, atop a large stack of boxes in the far corner, but we'll get to that later.

Return to the platform where you entered the room and jump up to climb across to a large switch. Shoot it to open a hatch in the floor.

Jump into the hole and drop down to find another Teensie cage. Crack the cage and you'll be rewarded with a Heavy Metal Fist Can.

Enter the warehouse and waste the pair of Hoodblasters. Quickly scale the tower of boxes until you spy a Hoodblaster on a ledge. Jump to it, firing a Loaded Fist as you fly. There's a breakable door here but you'll need to find a Heavy Metal Fist first.



3. *Touch the third blue light before it disappears. A Shock Rocket Can appears in the center hexagon.*

4. *Race to the Can before the Hoodstomper can step on it.*

5. *Once you touch the Can, the Hoodstomper will turn to flee. Quickly launch a Shock Rocket and hit the Hoodstomper driver.*

6. *Repeat this process three times successfully. On the third and final run, Slapdashes will spontaneously appear near the blue lights; shoot them before touching the lights.*

To keep the Hoodstomper away from the Shock Rocket Can when it appears, lead him towards the blue lights by standing behind them. When he's near you, step on the light and rush to the center.

Once the machine is vanquished, Rayman hops aboard to take it for a spin. Several Hoodstylers rush in to shoot our intrepid hero. Pilot the Hoodstomper to squish all the Hoodstylers before they reduce your health to zero. You can either step on the Hoodstylers or hop on them by pressing the jump button.

The number you need to smash (25) is represented by the yellow bar at the bottom of the screen. Once you've outlasted the Hoodlum troops, victory is yours.

Sprint through the open exit to leave the Area.

Area 5

Enemies: Hoodblasters

Matuvus: 0

Tribelles: 0

Teensie Cages: 0

Maximum Score: 3,580

This area begins with you overlooking a large room full of Hoodblasters. Before surging into battle, however, turn around to find a secret area. Jump into the hole in the wall behind you and Helicopter to the floor. Collect all of the pickups before stepping on the green teleporter on the floor.

Now dive into the main room and defeat all of the Hoodblasters. When they're finished, the glowing globe opens. Scour the room for pickups before diving into to be teleported to the second Teensie Highway.

Don't let Bégoniax catch your froggy self or she'll poke you with her fork. To evade her, hop using the jump button and even Helicopter if you want to hold a jump (yes, the frog version of Rayman has a mop top).

Area 2

Enemies: Hoodblasters, Stumbleboom, Slapdash, Hoodlock, Piranhas

Matuvus: 1

Tribelles: None

Teensie Cages: 2

Maximum Score: 2,590

Every so often, Bégoniax forgets about the brew and just runs like Hermes around the pot. To avoid her, jump straight up as she approaches. It takes a few times to get the timing just right.

Your job is to splash Bégoniax right back. Right after you elude one of her splashes, jump up and shoot at the brew (it'll be targeted). If it hits her, she'll turn into a frog and flee around the pot. Run in the opposite direction (rather than trying to chase her) and attack as many times as possible before she recovers. Once you cause sufficient damage, she opens a door and flees.

Follow her down the stairs to her study. Search very thoroughly to collect all of the pickups in the room and jump through the mirror to depart.

Island hop to the wooden docks ahead, pausing to let the Piranhas jump past.

Avoid combat with the Stumbleboom and Hoodlock for now and turn right to the large island in the center of the island. Pummel the two Hoodblasters playing cards on the island and utilize their Vortex Power Suit Can.

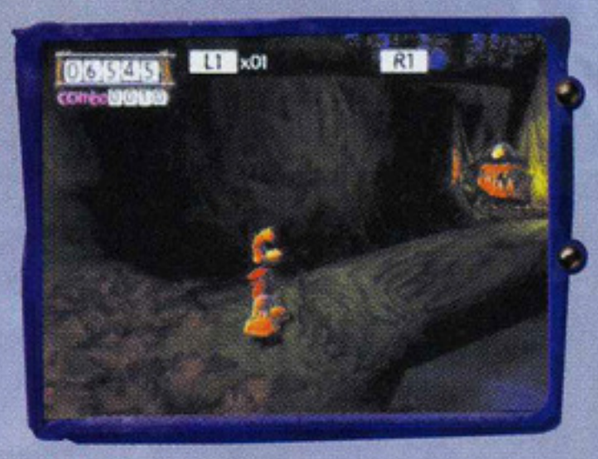
Target the Stumbleboom's stilts and fire a vortex to bring him down.

Standing on the Lockjaw Can, look out at the tree in the distance. On one of the branches, a Matuvu waits.

Navigate the narrow passage, pausing to snuff a Muddibog that pops up. Turn right as you emerge outside and pick off two more Muddibogs.

Jump to the small island with the gold jewel. Power up your Loaded Fist and jump to the shoreline. There a trio of Muddibogs lay in wait. Dispatch them and leap on the series of mushrooms.

Next, go left across a fallen tree (avoiding the leaping Piranhas) and mow down the Hoodblaster. Cross another fallen tree (keep watching out for those Piranhas!), jump to the wooden platform, and vaporize the Hoodblaster stationed there. Take his Vortex Power Suit Can and return the way you came.



Latch onto the grappling hook and pull yourself up to a shed on the hill.

Use the Vortex to bring down the three twisted mushrooms and attack the Hoodblaster napping in the boat

Turn left to find a sleeping Hoodblaster and a Teensie cage. Blast booth and claim the reward.

Shoot the pair of tentacles that block the passage and hurry past them (the effect of your attack is only temporary).

to the right. He gives up another Vortex Can.

Hop back to the dock and continue forward where two Hoodblasters and Stumbleboom wait. Quickly use the Vortex on the Stumbleboom's stilts and then pick off the others. Another boat arrives carrying another pair of

Throughout the house, you'll find pairs of Funk Flies chained to the floor. Target and shoot their chains to release them and they'll thank you with some Red Lums.

You'll also find a smattering of gold jewels, but far more valuable is the Matuvu lurking on the ceiling of one of the first floor rooms (third room to the right off the foyer).

Finally, take some time to check out the massive clock room on the second floor. As you walk along the gangway behind the clock, you may hear a Teensie call for help. Look down behind the clock to see a very well hidden cage. Get as close as you can to it on the gangway, jump off, and shoot the cage as you fall. The reward is a tasty green jewel.

When Razoff's house holds no more rewards, head for the foyer and proceed downstairs.

Area 6

Enemies: Razoff (Boss)

Matuvus: 0

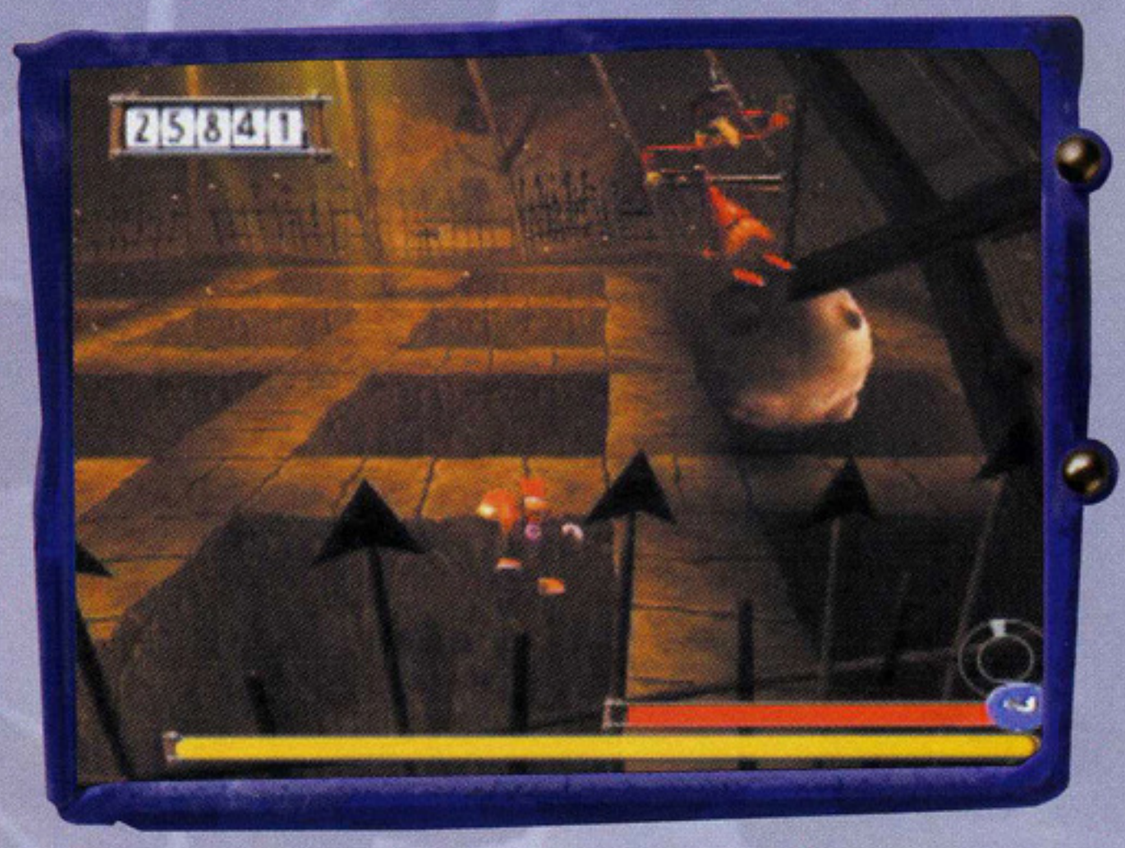
Tribelles: None

Teensie Cages: 1

Maximum Score: 3,790

Razoff Again

The final fight takes place atop the cell walls of Razoff's dungeon. The villain is swinging from a massive iron ball that, if it hits you, hurts more than any spear gun shot. Your job is to deplete his health before he depletes yours.



The first thing you should do is free the Teensies trapped in a cage off to the right. Doing this provides you a constant flow of Red Lums to aid in your continued good health.

LEVEL 4: THE LAND OF THE LIVID DEAD

LEVEL MAXIMUM SCORE: 70,780

Area 1

Enemies: Slapdash, Hoodblaster, Hoodstylers, Hoodstormer

Matuvus: 1

Tribelles: None

Teensie Cages: 4

Maximum Score: 16,600

The secret to getting a high score on this Area lies in, partly, how well you maintain Combo Mode. The points to be had here can be astronomical if you wear a Power Suit (available almost immediately) and consume the pickups in a way that keeps you in Combo Mode.

Don't touch any pickups yet! Start by jumping atop the stone slab on your left. Look up to find a Teensie cage; shoot it.

The Teensie floats down to the ground and leaves a Vortex Can. Follow him, taking care to avoid all the pick-ups for the moment. Nab the Vortex Suit and walk down to the bottom of the hill on the right side (opposite the exit to the next location). Here you'll find a Matuvu and a very good place to start collecting pickups.

When you've cleaned the place out, touch the Vortex Can for a fresh charge and proceed through the opening near Globox.

Rush through the passage and immediately target and shoot the stem of the twisted mushroom. Jump on it and then the adjacent platform to claim a Shock Rocket Power Suit Can.

Again, there are so many pickups here that you shouldn't collect them unless you're wearing a Power Suit.

Use the Lockjaw on the hook to the right of the tower. Swing from the hook to a series of balloons, each of which lofts Rayman into the air to the next balloon. Land safely on the tower and hop over to the next tower.

Crack open the Teensie cage atop the next tower and the prisoner drops a Vortex Power Suit. Before dropping down to get it, however, take a ride on a series of hooks over the surf and back to the towers.

With this cage, you should receive an increase in your maximum health.

Try on the Vortex suit and drop down to the ground. Swim over to a twisted mushroom on the left end of the beach and jump atop it. Leap next to the upper ridge to continue on your way.

Thoroughly inspect the camp and wipe out the pair of Hoodblasters guarding the cave entrance. Drop into the cave.

The cave is rich with jewels, most of them accessible from platforms and bouncy balloons. Before collecting them, however, search the corners of the room, walking very slowly to find a Tribelle. Further search reveals a Matuvu. When you've exploited all the room's resources, drop down through the doorway.

Here you'll meet your first Grimkeeper and his pesky little buddies. Fire fast curved shots when he lifts his shield to release the little Grims.

Area 3

Enemies: Hoodblaster, Hoodboom, Hoodstormer, Elite Monger, Hoodoo, Heckler

Matuvus: 2

Tribelles: 0

Teensie Cages: 3

Maximum Score: 13,000

You begin in an unfortunate situation. The gate you need to pass through is locked by a switch high on the right-hand tower that you can't reach. There are enemies on other towers that you can't target. Sounds hopeless? Not really. Whack the only enemy you can reach (a Hoodblaster) and you'll expose a Heavy Metal Fist Can. Use it, collect all the pickups in the area (avoiding the hail of grenades from the Hoodboom lurking above), and shatter the breakable door to the right of where you entered.

Enter the cave, eradicate the Hoodblaster, and emerge to find the Tower of Light. Leaving the pickups alone until you have a Power Suit, race towards the tower, ground the Hoodstormer, and enter the Tower's ruined gate. Shoot the switch to the right as you enter.

The switch activates a series of progressively higher platforms. Climb them quickly to find a Teensie cage and the foot of a celestial staircase. Shoot the cage and the Teensie leaves a Lockjaw Can at the base of the stairs.

Climb the first staircase and grapple onto the series of hooks to reach the second staircase. Repeat this process until you get to the top and another Teensie cage. Shatter it and Helicopter the long way down to the floor to find the Vortex Can left by the freed Teensie.

Refresh the Vortex Suit, exit the tower, and turn left. When you reach the trench, look across to spy the first of two Matuvus. Drop down into the trench and run forward to find a pair of twisted mushrooms; shoot their stems to bring them down to earth.

If you lose a plum in the water, another will grow on the tree.

Return to where you entered the trench and find the plum tree. Shoot the ripe plum to nab it off the branch and carry it to the edge of the water. When the target circle appears over the first of the two mushroom heads, press attack to throw the plum onto it. Jump the first mushroom, pick up the plum, and throw it when the target circle appears on the second mushroom. Jump to the second mushroom and throw the plum to the shore (no target circle necessary).

Fight off the Hoodstormer that greets you as you reach the other side of the water. Kick or carry the plum to the end of the trench and impale it on the wooden stake. Jump onto the skewered plum to reach a small ledge with the final Teensie cage. This Teensie creates a portal in the doorway to the ruined Tower.

Jump down from the ledge and turn around to face the doorway; up and to the left, you'll see a second Matuvu. Jump up Globox's trail of bubbles to return to the surface and enter the portal.

Burst into the foyer and an Elite Monger and a pair of Hoodblasters welcome you. Target the Elite first; he has a Heavy Metal Fist Can that could be useful. When they're all defeated, head upstairs.

Break open the door at the top of the stairs and continue upward to a circular room. Since there's no way out of this room yet, you'll need to vaporize a Hoodblaster and the Hoodoo protecting him. The Hoodblaster yields a Shock Rocket Can.

Fire a Shock Rocket into the hole in the wall between the two barred doors. Hit the switch and the barred doors dutifully open. Go through either door and up the ramp.

Area 5

Enemies: Hoodblaster

Matuvus: 0

Tribelles: 0

Teensie Cages: 0

Maximum Score: 11,950

You can't get to the transporter globe or the five Hoodblasters guarding it. It's a good thing that someone left a Shock Rocket Can here and that there's a hole in the gate that's just the right size. Shoot rockets at the four Hoodblasters on the floor and the one on the upstairs ledge to the left.

When the gate opens, your job isn't through. Beyond the gate, just to the right and left of your position are two holes in the ceiling, each leading to a switch. Hit both switches with the Shock Rocket and you'll open a secret area. Leave the hall and turn left to find the stash of jewels.

Jump into the globe to leave the Area.

Lavicraft

The Lavicraft is a much larger, tougher, better beweaponed version of the Hoodstomer. Like it's smaller cousin, the Lavicraft can only be attacked with curved shots. You'll have to stay on the move constantly to avoid its array of attacks including the very disorienting "tractor bubble."

Hoodlock

The Hoodlock is a tank. Only two things can destroy it: shots from a Heavy Metal Fist and being pushed into hazards (i.e. water, fire, etc.). To shove the Hoodlock backwards, you'll have to use several quick shots (partially loaded if possible). Stay at medium distance and advance slightly with each successful hit. If you get too close the Hoodlocks show how they got their name by spinning with their club-like fists extended. Not only do these hurt like the dickens, but the Hoodlum can't be pushed while he's doing it.

Hoodflyers

Hoodflyers are aircraft developed by the Hoodlums. They're very light armored but they're maneuverable and pack a heck of a punch. You'll only see them in the rare instances of air-to-air combat. Pump a couple of shots from a laser cannon into them and they won't trouble you for long.

Other Enemies

Unfortunately, the Hoodlums aren't you're only problem; the world is filled with other creatures that wish to harm you.

Ninja Crab

The Ninja Crab is only found on the game's first level but it has to be handled properly. If you strike but don't destroy it, it will burrow back into the ground to pop up (in the same place) when you least expect it. Attack them with fully Loaded Fists, just to be sure.

If you need health, there are several Red Lums in the pit next to the pressure plate. Don't explore too far, however, since this leads to the same place we're going anyway and coming from this direction isn't safe.

Inside, there are many jewels (which should be leapt over if you want to collect them with the Power Suit on) and a Shock Rocket Can. Look for a hole in the right wall. Fire the rocket down into the hole, down the hallway below, and into the gong. This draws the patrolling Knaaren to the end of the hall.

Jump into the hole, run halfway down the hall, and dive into the alcove on the right. The Knaaren can't cross the green water, so you'll be safe.

When the Knaaren resumes his position to your left, run down the hall to the right (towards the gong) and duck into a room full to brimming with pickups, including a green jewel. When you have it all, run back to the alcove with the green water.

Go straight to the next room for a repeat of the egg-and-pressure-plate game. The walk, however, is much longer, so you'll have to put down the egg several times to make it successfully. Take it through the doorway and onto the pressure plate to open the exit from this Area.

Area 3

Enemies: Knaaren, Scowlers

Matuvus: 2

Tribelles: None

Teensie Cages: 5

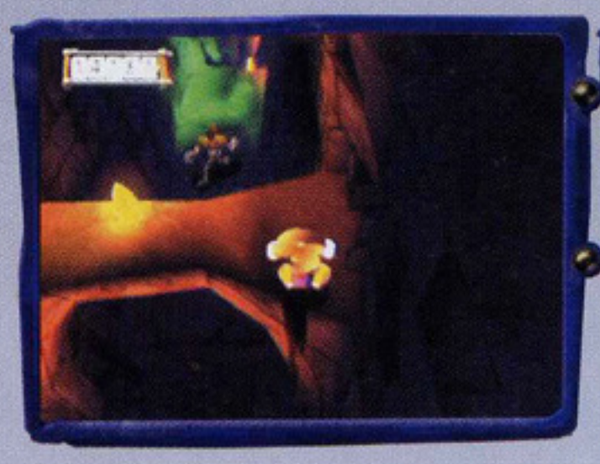
Maximum Score: 6,310

Search the room to find a narrow groove running up the wall. Climb up. Follow the path briefly to the right to nab some pickups and then go about your business by heading left.

Jump across the hall to a small bejeweled ledge. From there, use the bone wall to the right to progress down the corridor above the reach of the angry Knaaren.

At the end of the bone wall, jump across the gap to another bone wall and continue forward.

At the end of that run, hop onto the top of an archway and then to another bone wall (to the right). Take a short hop to a small ledge and down behind an impassable green pool.



Follow the passage until it opens onto the ledge of a large cavern (the first of three). As you enter, there's another ledge below you that houses a Knaaren and a Lockjaw Can; you must find a way to get the Knaaren away from his post.

To achieve this, move slightly left (yours, not Rayman's) to see the other end of the lower ledge and (Bingo!) a gong. Jump down to the lower ledge (by leaping away from the wall and then back).

If you fall to the floor of this first cavern, you'll find several Red Lums. To get back to the top, look for a Throttle Copter that leads to a bone wall that leads back to the ledges above. Watch out for Scowlers.

As you come to the end of the ledge, the camera shifts to show a Shock Rocket Can in a nook to your left. Jump to it, aim, and hit the gong. You'll see the Knaaren come to investigate, permitting you to get the Lockjaw Can.

At the top of the path, climb up the narrow notch to reach the pinnacle. To get at the Teensie cage floating nearby, fall off the top to the path below, firing as you drop. The jewels you receive should make it worthwhile.

At the top, walk down the path to exit the area.

Area 4

Enemies: Knaaren, Scowlers

Matuvus: 2

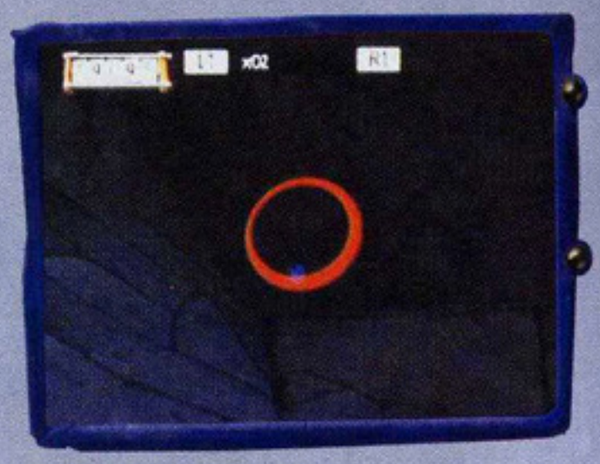
Tribelles: None

Teensie Cages: 1

Maximum Score: 11,200

As you stand on a long path, things get hopeless pretty fast as Knaaren converge from both sides. The only way out is to jump into the unknown; do it!

When you land, have a look around for a Matuvu lounging on the ceiling.



Look for a large pile of stones and climb up into a hallway.

This brings you into a room full of holes. The task is to get an egg from the egg dispenser to your right to the far left corner of the room. If you walk on an unstable section of floor, you'll fall into the Scowler-infested pit below and have to start anew. Unfortunately, you can't test a route across the room without the egg because the floor can hold the weight of Rayman alone; it's the egg it can't bear.

Before beginning, fall into the hole once on purpose and follow the chirping to find a Matuvu. Collect all the jewels and return to the surface via a stack of fallen blocks.

To reach the pressure plate in the far left corner, start with the path right in front of the egg dispenser. Take the second left and follow the path to the wall. At the wall, turn right towards the pressure plate.

2. He stands in the center of the arena and emits several "spokes" of light that rotate in opposite directions. Stand in place and jump as the spokes converge on you. Avoiding damage requires timing.

3. He again stands in the center of the arena and emits wide rings of damaging light. To avoid this, stand fairly close to Reflux and jump when the light approaches. Helicopter to slow your landing and you should come down just as the light ring passes.

4. He'll stop and plant his staff in the ground, firing shots of energy that can track you as you move. These shots move slowly, however, and can be avoided by jumping and moving erratically. Keep this move in mind, as it's your only opportunity to damage Reflux.

5. Once Reflux is about halfway damaged, he'll periodically call down a hail of meteors that continue to burn where they land. Avoid the shower by jumping of the platform and hanging on the side, but the persistent fires make running around atop the arena very difficult.

In other words, Reflux is pretty tough. Here's how to beat him.

The sides of the arena are covered with a surface that can be climbed, you can always retreat to these sides and climb in any direction.

Two hazards make this difficult, however. First, whenever you climb on the sides, clouds of energy will come looking for you. These are best avoided by jumping *away* from the wall as they approach.

You also don't want to fall off the wall altogether since the floor is covered in lava.

Don't think you can kill time climbing on the walls and then swoop in at the first opportunity. Reflux won't do his vulnerable attack if you're climbing on the sides.

These walls are, however, usefully lined with both Red Lums and Heavy Metal Fist Cans.

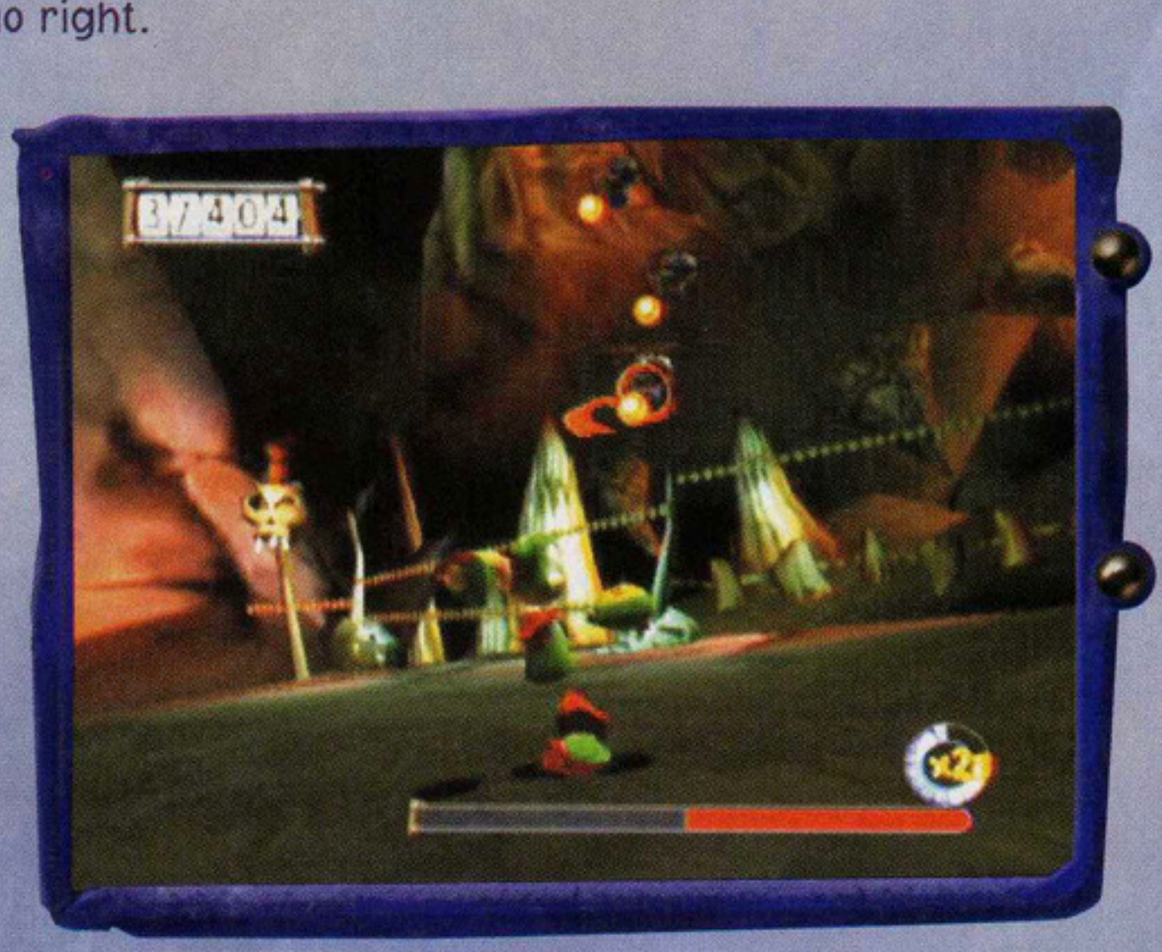
The only way to damage Reflux is to wait for him to do his staff projectile attack and target his staff. The harder you hit it, the more damage he'll take, so keep a Heavy Metal Fist Suit on and try to use Loaded Fists.

When you've drained Reflux's health bar, the battle is over.

With this battle won, Globox happily provides some plum juice bubbles. Use them to shoot the Teensie cage hovering high above. They leave you a Heavy Metal Fist Can. Take it and break down the door.

Rush down the passage where several Stumblebooms await. Sprint past them and turn right to find another Teensie cage; shoot it to get a very handy Vortex Can. Don the Vortex Suit and ground the Stumblebooms one-by-one.

Next into the fray is a small wing of Hoodstormers. Finish them all and you'll get a Lockjaw Can. Take the Can and go right.



To get anywhere near optimal points for this Area, you must work very quickly once you jump over the boxes. You can't go back for the Power Suit, so you'll have to get to the secret area with the Suit still on.

Grapple the hook and vault over the stack of boxes.

Just ahead is a Hoodlock but off to the right is the Hoodoo protecting him. Eliminate the Hoodoo and push the Hoodlock back into the campfire (the Lockjaw's electrocution attack is perfect for this).

Jump over the campfire to reach a secret area full of jewels. Collect them all and you'll find your way back to the path.

Vanquish the Hoodstormer guarding the bridge and cross it to exit the Area.

Piranha

These flesh-eating fish jump out of the water at the most inopportune moments, snapping at anything that crosses their path. Best to stay out of Piranha-infested waters and keep moving when they're leaping about.

Muddibog

Muddibogs are subterranean beasts with long necks. For some unknowable evolutionary reason, they have developed hands where their heads should be. In combat this means that an unloaded fist will be caught and hurled right back at you. An injured Muddibog will often retreat underground, so be patient and resume attack when they return.

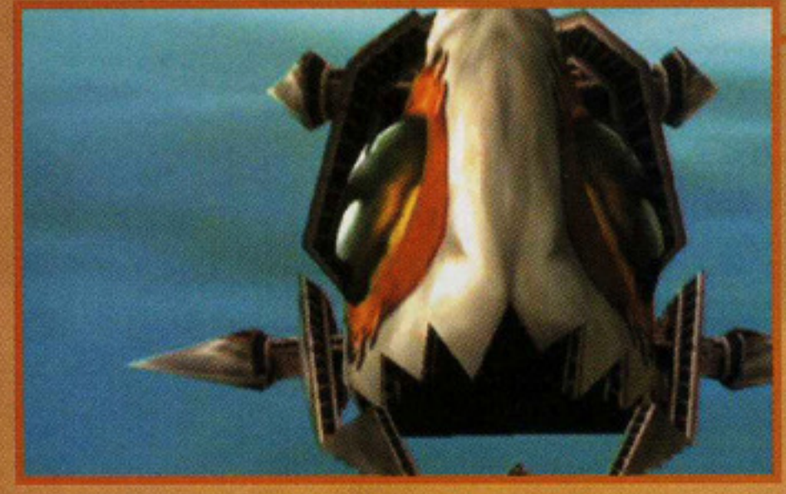
Scowler

Scowlers are ghostly apparitions that appear in the tombs in the Land of the Livid Dead. They are slow and easy to defeat (just a few direct shots) but they do pack a punch. What's more, they often keep coming in waves. Sometimes, it's best to just fend them off as you retreat rather than making a stand; the walkthroughs will indicate the appropriate strategy.

Knaaren

The Knaaren inhabit the Knaaren Desert and they are powerful beasts indeed. They can't be injured, so don't even try. Really! Don't fight them! Run away! We mean it! The trick with Knaaren will be how to get them out of your way so you can pass safely; that'll be covered in the walkthrough.

Pop quiz: How do you kill a Knaaren? Answer: You DON'T!



Mechanical Fish

These gigantic automated attack boats fire cannonballs at passing boats with reckless abandon. To achieve their speed, however, they have very light armor; a single cannon shot is enough to breach them.

Bosses

Bosses are the big bads, huge and powerful unique foes that must be fought at various junctures. Since these enemies only appear once, rather than discussing strategies and weaknesses here, we'll cover them in the walkthroughs at the appropriate times.

Area 2

Enemies: Ninja Crab

Matuvus: 1

Tribelles: None

Teensie Cages: None

Maximum Score: 1,770

Here's where the adventure really begins. Rayman finds himself handless and in need of instruction. This section (and much of what follows in this part of the game) will introduce you to various (but not all) powers and indispensable abilities.

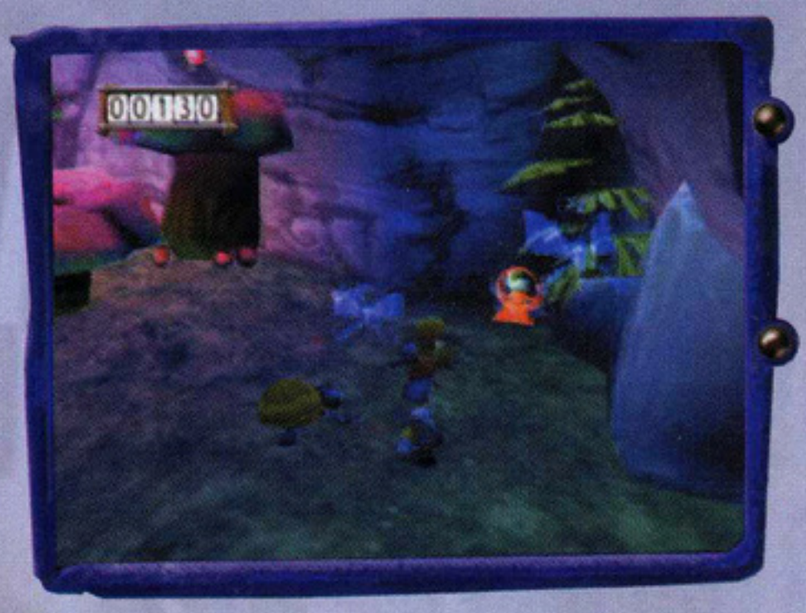
Begin by exploring the first clearing; there are jewels to collect and containers to break open everywhere.

The wooden cart straight ahead holds two jewels in plain view and another inside the garden gnome. Attack the gnome at close range to break it open and get to the goodies inside.

Kicking turtles doesn't get you anything except a few chuckles, but that's no reason to stop doing it.

Left of the wooden cart, practice your basic jumping by climbing the series of three elevated slabs, collecting the Red Lums atop each, and venturing inside the large tree.

As you emerge and drop from the hole in the tree, a tunnel's straight ahead (a flock of blue fairies circle and Murfy waits nearby). Explore a bit before entering this tunnel. Two more garden gnomes lay to the right of the tunnel entrance and another sits on the left side.



Several more garden gnomes await to the left of the stone steps you scaled earlier and there are many more Red Lums should you need them to top off your health. Nabbing the tree atop a trio of large pink flowers provides some important jumping practice.

The big caterpillar (called a "Squab") near the lowest pink flower provides a springboard if you're having trouble with the jumps. Just touch the corpulent insect and get all of the altitude needed.

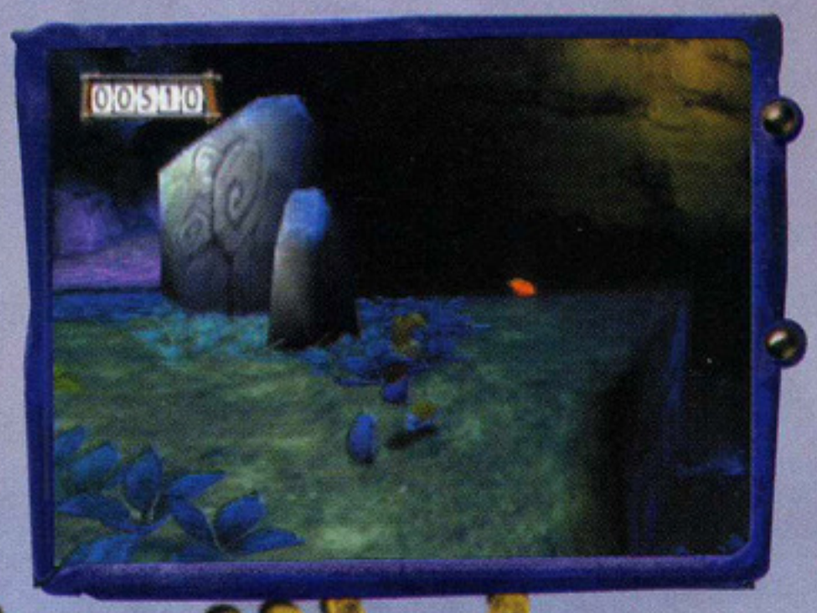
To the left of the flowers, a garden gnome partially blocks a nook in another massive tree. Whack it, take the jewel he surrenders, and quickly (so as to maintain Combo Mode) scoop up all the other gold jewels inside. Think of this as your first "secret area."

When the area's clear, follow Murfy through the tunnel into the next clearing.

If you're having trouble finding where to go, look for the gold arrows.

Follow the passage, jumping up onto the gold-jewel-bearing toadstools.

Turn right as you arrive at a high open ledge to find your first red jewel.



Ahead is a wooden bridge laden with gold jewels. Below and to the right are several more jewels of both the red and gold varieties.

There's also a chirping sound to your left. That's the sound of the Matuvu trying to get your attention. If you can find it, you'll earn 250 points. Using Look Mode, glance up and to the left. When you see a green lantern hanging high in a tree, follow the tree branch out to the right. At the end, hiding in the darkness, is a small blue lizard: a Matuvu. When a red targeting ring appears around the animal, hold your view for a few seconds. Soon, the Matuvu waves and the bonus is added to your score.

As soon as the Matuvu bonus registers, cross the bridge and quickly jump down to collect the other jewelry. A ramp leads back up to the ledge.

For the helicopter, press the ✕ button to jump, then press the ✕ button again keeping it held down.
For the helicopter, press the ✕ button to jump, then press the ✕ button again keeping it held down.

The Matuvu and jewels on and below the bridge provide a good opportunity to see Combo Mode in action. Don't pause after getting the Matuvu bonus. Work quickly to get to the ground; keep the combo active and your score for this series of pickups will be considerable. Take your time and it'll be minimal.

Next, follow Murfy around to the right where he discovers a switch; it controls the massive door you see ahead. He also inadvertently discovers Globox's hiding place: a barrel of plum juice.

Step on the switch to close the door (and trap the frightened Globox), catch up to the barrel and hit it three times. When it breaks, you get your hands back.

If you don't land three hits before the door opens, you'll have to chase Globox around and hit the button again.

Now that you have your hands back, practice firing long-distance attacks and hanging on ledges if you miss a jump.

Continue towards the Fairy Council structure. While you make your way towards the front door, hold the attack button to get a Loaded Fist. With a fully charged attack, veer right as you approach the Council building towards a cluster of gold jewels near the wall. When the Ninja Crab surfaces to attack, let him have it with the Loaded Fist.

If you fight the Ninja Crab with a normal attack, he'll burrow into the ground when hit. You'll have to wait for him to resurface before attacking again.

Immediately scoop up all the jewels in this stash and around the mushroom nearby.

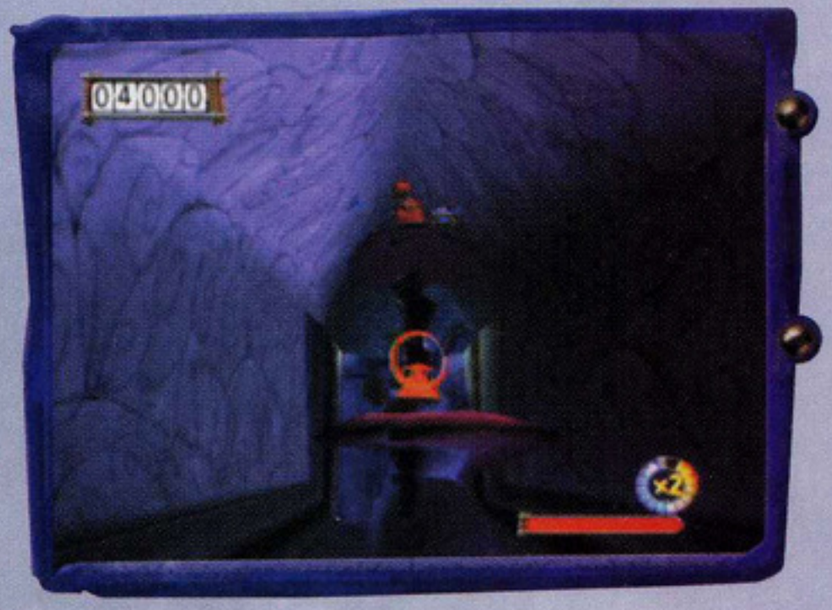
Go to the front door and fire a single attack at the switch to the right of the walkway. The light over the door comes on and André and his Hoodlum guards arrive. Follow them by jumping through the hole in the door.

While Murfy distracts André, run into attack range. Fire a few curved shots around the raised drawbridge to hit André.

This last Matuvu is very difficult to get (you have just enough time), but the points you'll earn for doing so go a long way to getting near the maximum score on this area.

Head back to the Vortex can again. This time, proceed through the hall in pursuit of André. Fire an attack at the stem of the first mushroom and then another at the second. Defeat the Slapdash atop the final mushroom and drop down to the floor to get the jewels. Climb back to the top, spot the Matuvu above you to the left, and proceed down the passage.

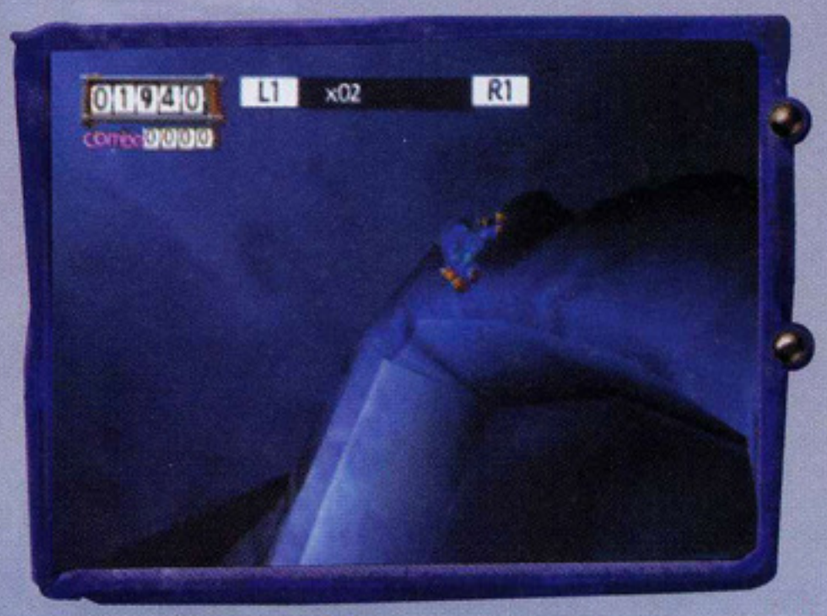
The Hoodlum leader leaves behind a Power Suit Can containing a Vortex. Don the new treasure.



Locate the Matuvu in this room before you start collecting anything. Time will be short so you'll want to know in advance where to look.

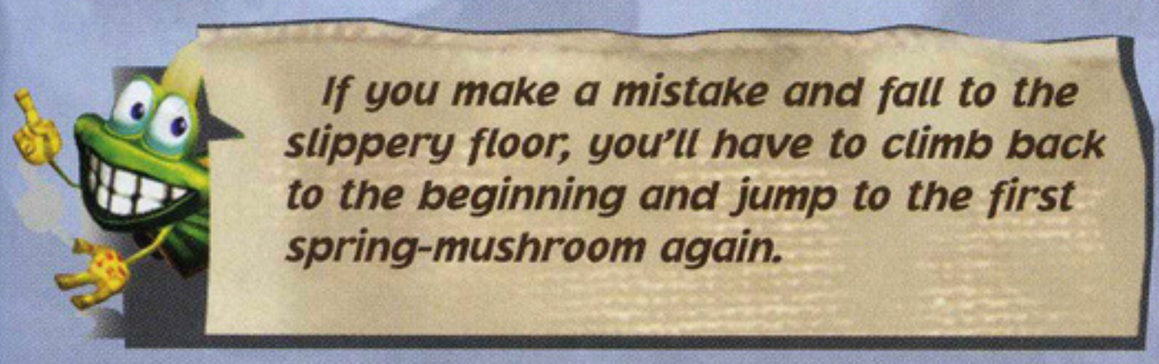
Instead of proceeding farther, however, it's finally time for collecting. Start by dropping to the floor and locating and scoring the Matuvu along the side wall. While you still have the suit on, gather all the points in the room.

Return to the upper platform and activate the Vortex again. This time, rush back to the second room and collect the gold jewels on the floor. Next, go directly to the first room and turn around as you enter. Look up above the doorway to find another Matuvu.



When you're ready, work your way back to where you found the Tribelle and climb up the wall. At the top, turn around and look high on the wall to the left: your next Matuvu.

Drop down into the next room, turn left, and climb up to the block nearby. Look down the length of the room to see a series of three trampolines. Jump to the first, then the second, then the third, and finally to solid ground. Pick up the jewels and climb up the wall to the next room.



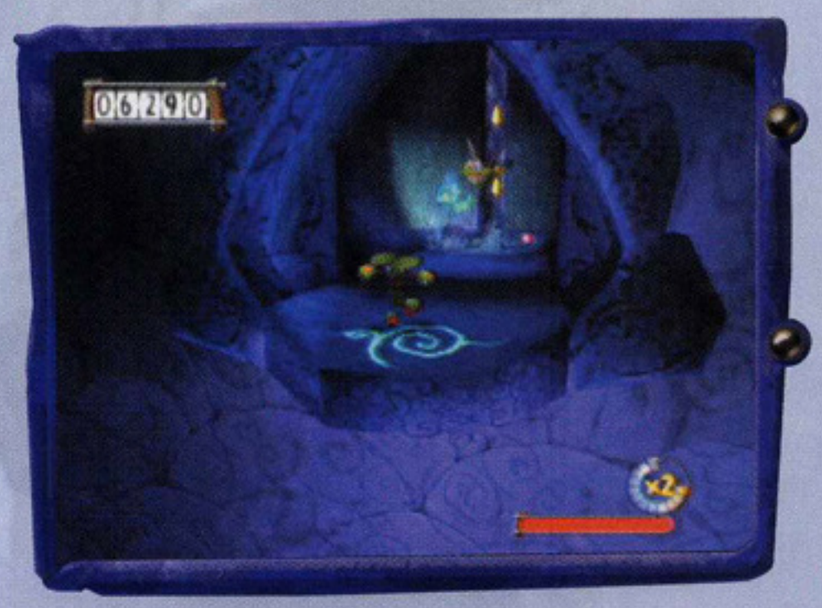
If you make a mistake and fall to the slippery floor, you'll have to climb back to the beginning and jump to the first spring-mushroom again.

Announce your arrival by pounding the fragile Slapdash; he drops a Vortex Can.

Follow the platforms around the room's central column, using the Vortex on any mushroom stems. At the top of the tower, jump up to the fairy hole to ignite it (and score some extra points). If André is hiding in this first hole, you'll flush him out. If not, keep looking.

Search the area for four other fairy holes along the walls (there are a total of five). Use the trampolines and climbing walls to get near them. When you find André, he'll emerge (earning you a cool 100 points, or 200 if you have the sense to be wearing the Vortex Power Suit) and flee.

Climb up the platforms to the now open door and pass through. Scale the shaft and emerge to the left.



Area 5

Enemies: None

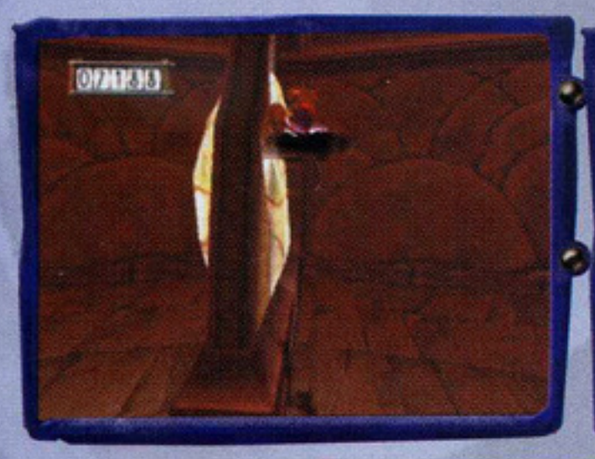
Matuvus: None

Tribelles: None

Teensie Cages: None

Maximum Score: 8,000

Continue down the hall to the high priests' chamber. Go left around the room until you find a column with a small ledge protruding from it. Climb up and go left around the upper ledge. Soon, you'll step on a switch that opens your first official secret room! Step inside and slide down the spiral to *great* reward.



Visit the throne for instructions on what to do next. Step into the green portal to the left of the royal chair.

Area 6

Enemies: None

Matuvus: None

Tribelles: None

Teensie Cages: None

Maximum Score: 6,000

This is your first of three trips on the Teensie Highways. These rides are exciting and challenging.

The first thing that you must understand is how to move from rail to rail. You can change rails anytime by pressing the jump button and steering to the rail you wish to use. There are instances in which you'll want to do this.

Most of the time, however, you'll want to jump automatically. When Rayman arrives at the end of a rail, he automatically jumps. All you need to do is steer where you want to go. Unless circumstances call for it (i.e. pickups starting in the middle of a nearby rail), let Rayman jump automatically; it makes the timing easier to maintain.

Once on a rail, you can't fall off of it. The only way to move off a rail is to jump manually or automatically.

Keep your eyes ahead. You'll be able to see pickups in the distance as you travel. Navigate towards them as soon as they come into view.

LEVEL 6: THE LONGEST SHORTCUT

LEVEL MAXIMUM SCORE: 31,810

Area 1

Enemies: None

Matuvus: 1

Tribelles: 1

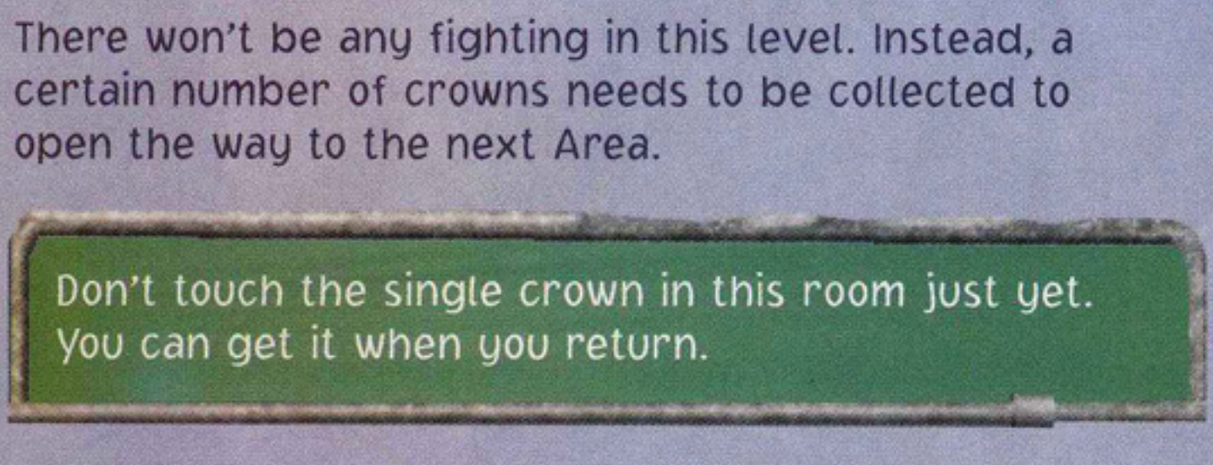
Teensie Cages: None

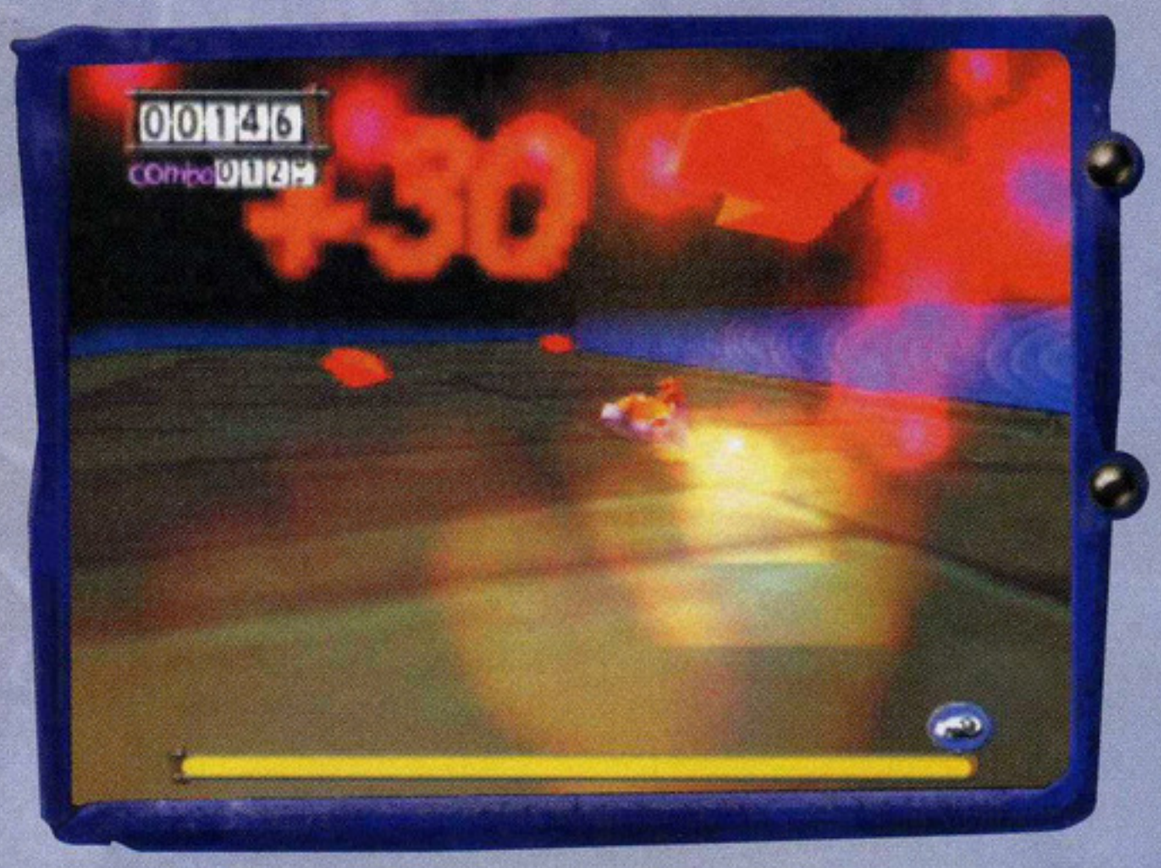
Maximum Score: 20,000

There won't be any fighting in this level. Instead, a certain number of crowns needs to be collected to open the way to the next Area.

Don't touch the single crown in this room just yet. You can get it when you return.

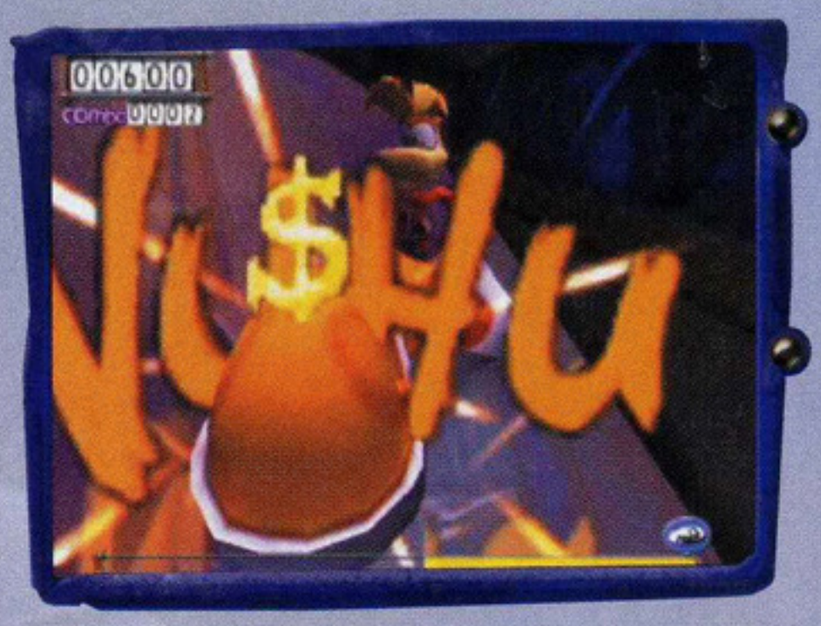
Walk forward into a small room with a green teleporter in the center. Step on the teleporter.





Touch the Shoe and get ready to race. Don't polish off the shoe, however, until you enter one of the small holes in the bottom of the wall. In this otherwise inaccessible passageway, there's a series of red jewels; collect them (with the accelerator activated to maintain Combo Mode) and emerge from the other end.

With that detour out of the way, go after your other shoe with a vengeance. When you defeat it, you get a Lockjaw Can that you'll need to get through this Area.



Walk slowly forward to find a Tribelle sleeping at the end of a ramp. Collect it while your Power Suit is still active (getting there before the Suit expires is very hard).

Step on the switch again and jump on the first two moving platforms to reach the first portal. Dive inside, gather the crowns, and fall into the hole to return to the main floor.

Climb the ramp to step on a floor switch and descend the spiral stairs to the exit.

Area 2

Enemies: None

Matuvus: 1

Tribelles: 1

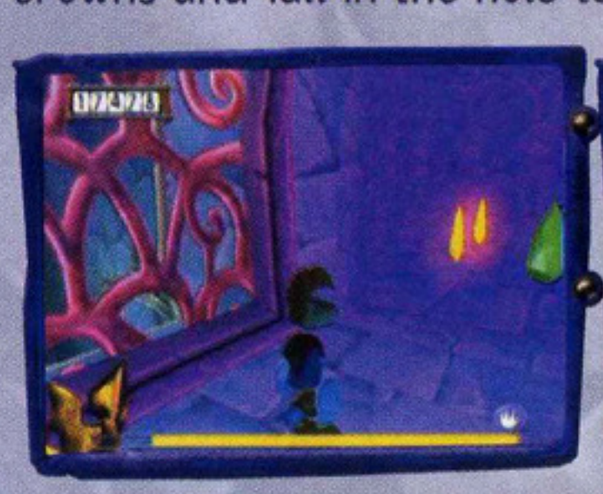
Teensie Cages: None

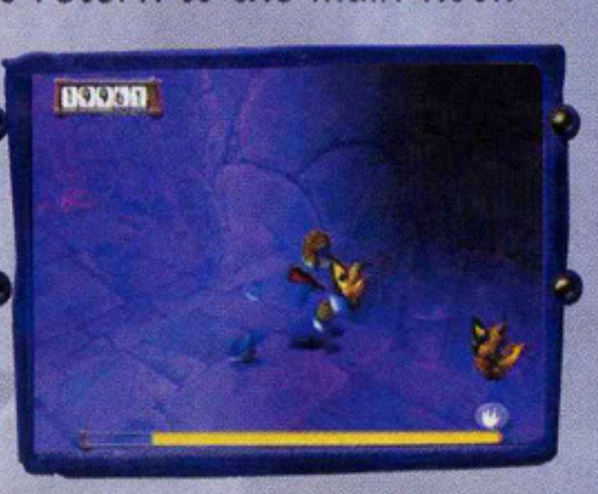
Maximum Score: 4,060

Go down the hall to the left (the path straight ahead leads to the locked door that can't be opened yet) to the first of four puzzle rooms.

Step on the floor plate to open the three portals on the walls.

Before collecting the crowns, charge up a Loaded Fist and hit the left-hand wall to open a secret area. Dive inside to greedily collect the jewels. Now amass the crowns and fall in the hole to return to the main floor.





Touch the plate one last time and climb the platforms all the way to the top. Jump into the highest portal before it closes and scoop up the crowns. Step into the green teleporter to go to the next room.

Hop atop a circular platform and survey the situation. There don't seem to be any moving platforms in the room, but a quick look at the floor reveals that things are not always as they appear.

LEVEL 2: CLEARLEAF FOREST

Level Maximum Score: 54,380

Area 1

Enemies: Hoodblasters, Piranhas

Matuvus: 2

Tribelles: None

Teensie Cages: 2

Maximum Score: 5,800

Run past Globox towards a small house, charging your Loaded Fist. Pound the two Hoodblasters who emerge from the lower door. Go into the lower door.

Turn right as you enter to come to a long hall. Gold jewels hang from a ceiling ladder that's, at the moment, unreachable. Shoot at the switch and jump onto the small rising platform.

The floor of this corridor is lined with lasers; Rayman will take damage if he falls.

Jump up to grab hold of the ceiling ladder and move forward. Soon, a laser grid blocks the way; shoot at the switch to deactivate it and continue down the path.

Once past the laser grid, continue to the end of the ladder and drop to the floor. Pick up any Red Lums you require. Next, spot the Teensie cage at the end of the corridor and fire a single shot at it. The appreciative Teensies present you with a Vortex Power Suit Can before blinking away.

Hop out of this pit towards the upper corridor leading back to the front of the house. The gate opens as you approach. Run down the hall as fast as you can, emerge from the house, and go right and up the stairs.

Look up and to the left to spy a Matuvu hanging on the ceiling and, before your Power Suit expires and while still in Combo Mode, swiftly fire a shot at the stem of the mushroom.

You'll soon climb this mushroom, but you should replenish your Power Suit and break open the Pigpots outside the house to collect their contents.

Climb up the mushroom and the ensuing stairs to the upper level of the house. Veer left and cross a short bridge, at the end of which there's a breakable door. It can't, however, be busted with conventional strength; you'll need a boost.

No time to think about that, though, as two Hoodblasters emerge from their hiding spots behind you. One blocks off the bridge. Dispose of him and turn left as you enter the room. Plug the other Hoodblaster and he'll drop a Heavy Metal Fist Power Suit Can.

Pick up the Heavy Metal Fist and continue forward to shatter a second breakable door. Replenish your Power Suit and go back to the room you just opened. Smash all of the Pigpots and collect their rewards.

Reset your Power Suit again, hurry back towards the entrance to the bridge, and continue forward to a now-open room. Quickly break open the Teensie cage and immediately scoop up all the jewels the Teensie leaves behind.

Jump down to the floor and up onto the first elevator platform. Shoot the switch repeatedly to make the elevator rise. Jump to the second elevator.

Jump left into the open secret area and collect all the jewels. Return to the second elevator.

Propel the second elevator to the top and hop to the third elevator. Shoot its switch to ride it to the high ledge and jump across. Grab the crowns and turn right to follow the path to a bridge before time runs out.

Turn left at the center of the bridge and use the three floating platforms to collect airborne crowns and reach an alcove in the far wall. Stow the crowns you find there and return to the bridge.

Go straight across the bridge and into the next puzzle room and step on the floor switch. The platform will be propelled across the room by repeatedly shooting a switch that's inconveniently located behind a translucent sail. Fire curved shots in alternating directions (just like way back in Level 1) to hit the switch until the platform reaches the far end of the room.

Jump to the ledge and step inside the small room before time runs out. Collect the crowns, climb the ladder, and return to the room. Slide down the floor and climb up to get back to the bridge.

Turn left as you emerge onto the bridge and jump on a pair of trampolines. From the second trampoline, land on the lowest ledge on the right to find the next switch.

When you reach the bridge, a ladder descends to the first puzzle area. If you fall, climb directly back up rather than repeating the first two puzzles.

Face off against another Hoodlock. This time, however, you'll need to back him into a campfire to defeat him. Constant shots will do the trick, but you'll have to be very careful to avoid the falling snowballs. Once the Hoodlock has been barbequed, he'll leave a Throttle Copter Can nearby.

Use the Can to levitate up to the next part of the hill. Quickly find a low ledge and pull yourself up to the last tier of the hill.

The snowballs stop falling as you arrive. Shatter the Teensie cage and receive a Lockjaw Can in return.

With the avalanche stopped and a long duration Power Suit available, now's a good time to go back down the mountain to claim all those pickups.

Use the Lockjaw Suit and latch onto the ring floating nearby. Jump from it to the balloon to land on the high ledge where a Hoodblaster awaits.

Ride the chain of balloons to reach a large camp. Once you arrive, you receive a chilly welcome from an Elite Monger.

Once he's squashed, two very pesky Lavicraft come soaring in. Ground them both and you'll get a much needed Throttle Copter Can next to the first wooden tower nearby. Collect everything in the vicinity before moving on.

It comes in handy really soon as a Hoodblaster drops from above. Polish him off and gain a Throttle Copter Can—just perfect for reaching high scaffolding.

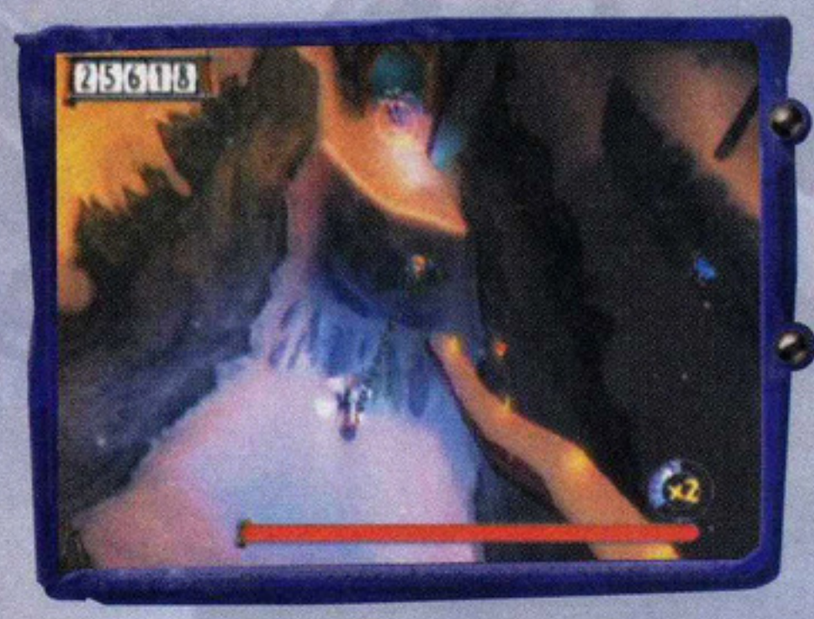
As luck would have it, there's some high scaffolding right here! How handy! Fly up to it and be ready to fight. First on the menu is a delightful combination of Elite Monger and Hoodblaster. This fight earns you another very useful Throttle Copter Can.

Fly up to the next level of the scaffold and do battle with another Elite Monger and his Hoodblaster backups, the second of whom drops yet another Throttle Copter.

Use this last Can to fly up to the tallest part of the scaffold and break out the Teensies. You'll certainly need the Lockjaw Can they leave when you return to the frozen waterfall. Go back there now.

This cage will earn you another increase in your maximum health.

Emerging from the frozen waterfall, jump on the boxes to the right of the doorway. Use the balloons to reach a hook flying very high up in the air. Swing over to the next balloon and another hook before swooping down onto the huge arching horn to the right.



Look high up on the wall, just below the windmill to find a very chilly but still gracious Matuvu.

Get the Power Suit again and return to the bridge to break down the first door. Jump down to the mushrooms to continue.

To get all the jewels in this shaft, Helicopter carefully between the mushrooms.

Return across the river and stand under the scaffolding to the right. On the underside of the top level, the Area's second Matuvu waits to be spotted.

Cross the river again, back to the camp. Climb the stack of boxes on the right side of the camp.

Back in the great outdoors, look over a ridge to the first Hoodlum camp, drop down to ground level, and cross the river to battle four Hoodblasters. Explore the camp very thoroughly.

Globox next takes you for a ride up the waterfall. To propel him, press the jump button repeatedly as fast as possible. If you slow, Globox will start to lose ground. Be mindful of the jumping Piranhas in hot pursuit. Wait until they reach the top of their jump and slide right or left out of the way. When you reach the top of the waterfall, the Area is complete.

There aren't any Power Suits in this area, so collect pickups whenever you like.

Area 2

Enemies: Hoodblaster, Slapdash

Matuvus: 2

Tribelles: 2

Teensie Cages: 3

Maximum Score: 13,000

Avoid collecting pickups until you find the Vortex Power Suit.

Drop down and inch towards a much larger Hoodlum camp. Battle a series of four Hoodblasters, the fourth of whom carries a Vortex Power Suit.

Pick up the Vortex Power Suit and go in search of the Area's Matuvu. Walk under the wooden bridge (next to a short wooden fence at ground level); the Matuvu is on the underside of the bridge. Scour the camp and the cliffs from which you entered for Red Lums, pickups, and Pigpots.

There's another Hoodblaster on the ledges above. He won't come down and you won't initially be able to get to him, so you'll have to wait for your opportunity. That won't prevent him, however, from taking potshots at you whenever you stand still.

When the area is clear, note the breakable door (you'll need a Heavy Metal Fist to get through it) near the Vortex Can.

Across the camp, you'll find a twisted mushroom. Empty the pickup-filled nook nearby and shoot the mushroom stem while wearing the Vortex Power Suit. Hop up to the upper ledge. There's a breakable door here to which you should return (when you have a Heavy Metal Fist).

Jump from the breakable door to the wooden walkway and move right towards the firing Hoodblaster. Jump on the web trampoline and Helicopter to the distant platform (charging your Loaded Fist in midair).

Pummel the Hoodblaster as he takes a defensive position and do the same to the one guarding a third breakable door. This Hoodlum drops a Heavy Metal Fist.

Target the first flying hook and press Shoot to grapple onto it. Swing forward and, at the apex of the swing, jump to the ledge ahead. Crack open the Pigpot and jump onto the web trampoline to pursue the fleeing Hoodblaster. He surrenders another Lockjaw Can—perfect timing.

Backtrack to the previous platform and jump to the other web trampoline (on the left) and then to a small platform beyond it. Look straight up to spy (on the underside of the broken bridge) a Matuvu. Return to the second Lockjaw Can.

Grapple onto the first hook but don't switch to the next one! Instead, swing forward and jump to the high ledge ahead (you'll only be able to see a gold jewel spinning on it). Climb onto the ledge and creep very slowly into the cave to find a sleeping Tribelle. Score it and return to the ledge.

> If you've gone very slowly, you might be running out of time on the Lockjaw Power Suit. If so, return to the second Can before proceeding.

Use the next hook (left) to fly to another broken wood bridge covered with pickups. Jump and Helicopter to a distant ledge that holds a single Red Lum. Before proceeding to the next (and, in this area, last) hook, Helicopter down to the cavern floor. Search very thoroughly before returning up the river (watch out for the Slapdash lurking in the river) and climb the wooden ladder back up to the first Lockjaw Can.

Use the hooks and ledges to return to the ledge with the single Red Lum. Now, use the final hook to reach the next ledge.

Use the various ledges and mushrooms to collect all the pickups in this narrow pass before continuing forward to the next Hoodlum camp.

Area 3

Enemies: Hoodstyler, Hoodblaster, Hoodboom, Slapdash

Matuvus: 2

Tribelles: 2

Teensie Cages: 4

Maximum Score: 16,000

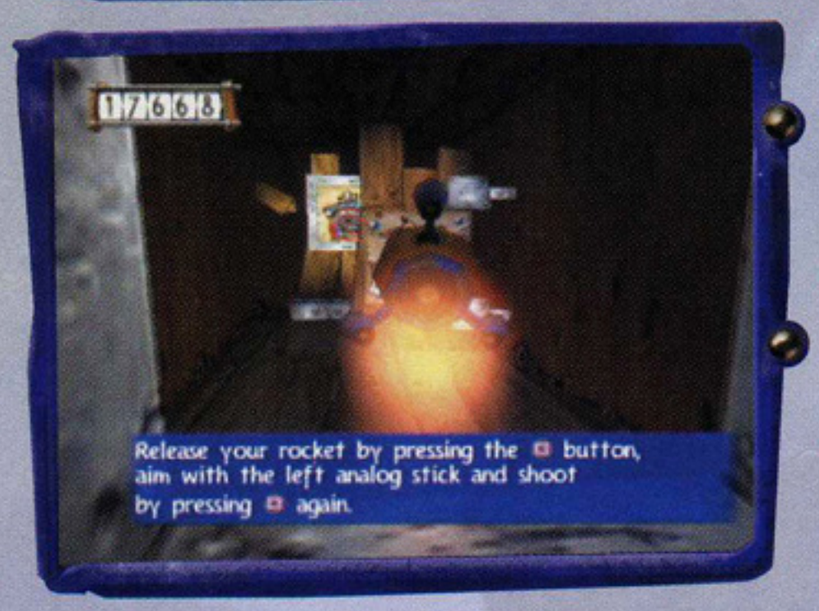
March down the hall and quickly snuff the Hoodstyler in the center of the room. He bequeaths a Shock Rocket Power Suit Can; stand on the can and stay there.

When the third bar door opens, a Hoodstyler rushes in. Send him in the other direction with a quick shot from the Shock Rocket. Follow him as he retreats and he's history.

> Use Shock Rockets as scouts to check out distant or seemingly inaccessible areas.

Fire a second shot into the newly opened hallway and surprise the Hoodblaster patrolling there. He leaves behind a Heavy Metal Fist Can.

To open the three iron doors in front of you, you'll have to use the Shock Rocket on three switches hidden in small tunnels: one on the right and two on the left. Aim into each of these holes and guide your rocket through the obstacles to the target. When all three have been hit, the way is clear.



Before moving on, turn around to locate a metallic air duct high on the wall. Fire a Shock Rocket into it and strike the switch at the end of the duct. This opens a metal plate in the floor near you in which you'll find several pickups. Make sure the Shock Rocket Suit's on when you go collecting.

Proceed down the hall to a storeroom but don't start beating on the Pigpots just yet. Activate the Heavy Metal Fist Can and then break open all the Pigpots to get at the sweet surprises inside.

Follow the passageway to another Hoodlum camp. A large, locked gate that you'll have to get past divides this one. Face off against the first two Hoodblasters. When they're fried, another (carrying a Vortex Can) enters the fray. Beat him down.

small tower. Flip the switch and drop down to ground level to fight a pair of Hoodblasters.

When you've finished them, a Hoodboom takes a safe position above. Avoid his grenades and look for a newly arrived Slapdash standing under the tower in which you flipped the switch. Pop him and take his Shock Rocket Can. Standing on the Can, launch a Shock Rocket and steer it right between the eyes of the Hoodboom.

Go back to the storeroom and put on the Heavy Metal Fist Suit again. Return to the camp, wind up your Loaded Fist, and pound the breakable door to the left (there's just enough time to get there). Put on the Vortex Suit and pocket everything you find in the newly opened nook.

Remain standing in the Shock Rocket Can and send another shot up towards the upper right platform of the camp. Once there, find and destroy a Teensie Cage. Though not necessary, this cage is terrifically rewarding: the Teensie materializes a green jewel right where you can get it. Get into any power Suit and snap it up!

Refresh the Vortex Suit and climb a pile of boxes near where you entered. Once on top, enter the cave *very slowly* to approach and win the Tribelle.

Slip into the Vortex Suit again and target the stem of the nearby twisted mushroom. Hop atop it and change into the Lockjaw Power Suit.

Grapple the flying hook and swoop over to the top of the camp wall. Once inside, go left and up a ladder to a

If you've gotten all the cages to this point, nabbing this cage gets you an increase in your maximum health.

Go through the now opened door and climb the box tower again. Jump to the ledge and "unlock" the breakable door with your mighty fist. Bust out the Teensie from his cage and receive another Heavy Metal Fist Can.

Rush up the tower and to the next room to explode the second breakable door (at floor level). Inside is another Teensie cage; breaking it open reveals another Heavy Metal Fist Can.

Emerge from this room and veer right to stand under the wooden platform atop which you entered. Look up to find a Matuvu.

Get another charge of the Heavy Metal Fist, race to the far end of the room, and climb the stack of boxes to a final breakable door. Put your fist through it and proceed to the next Area.

Area 4

Enemies: Hoodstyler, Hoodstomper (Boss)

Matuvus: 0

Tribelles: 0

Teensie Cages: 1

Maximum Score: 8,000

March forward and eliminate the lone Hoodstyler. Shatter the Teensie cage for a plethora of pickups. Drop into any of the holes in the ground (they all go the same place). Be sure to use all the Red Lums before you go; there won't be another chance.

The Hoodstomper's health bar appears at the bottom of the screen in yellow and Rayman's appears in red.

Hoodstomper

You emerge in the center of a large arena. At the center waits your first boss: the towering Hoodstomper. The floor of the area features a central hexagon surrounded by five other hexagons. Periodically, a blue light appears in one of the outer hexagons. To defeat the Hoodstomper:

1. *Touch the first blue light. It'll disappear and a second one, on a random hexagon, will appear. It will stay illuminated for a limited time during which you must touch it or the sequence will reset.*

2. *Touch the second blue light. A third illuminates.*

Area 6

Enemies: None

Matuvus: 0

Tribelles: 0

Teensie Cages: 0

Maximum Score: 8,000

This second Teensie Highway is faster and more complex than the one before. So rich is it in pickups, however, that you can miss many and still get 100% or more for the Area. This makes this Area an excellent opportunity to make up for any scoring shortfalls in prior Areas.

Eventually, you'll encounter the Area's only green jewel. After it is a very long drop. Try to maneuver yourself to land on the right rail. Go back to clear the pickups on all three rails if you missed anything; this will be the only chance before the Area ends.

LEVEL 3: THE BOG OF MURK

LEVEL MAXIMUM SCORE: 31,642

Area 1

Enemies: Piranhas, Bégoniax (Boss)

Matuvus: 1

Tribelles: None

Teensie Cages: 2

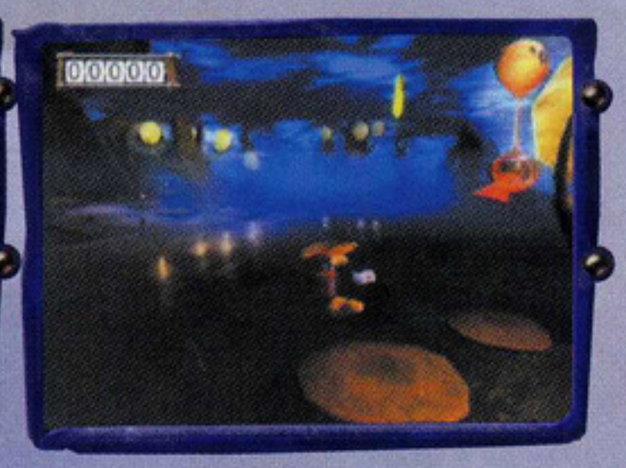
Maximum Score: 2,360

The first lesson is this: Don't touch the bog! The fish adore intruders; in fact, they think they're delicious. You won't take any damage for stepping it the brown water, but you'll have only an instant before the fish attack resulting in health and point loss.

Turn around and look back inside the outhouse (it's okay, you can do it) and retrieve the red jewel from the commode.

Use your shadow as your guide in these jumps. When it appears on a mound, release the Helicopter button to drop straight down.

Stroll down the dock and jump to the first mound and then the second. The gold jewels rotating over the mounds are too high to reach right now, but you'll have your chance. Bust open the Teensie cage to receive your first Throttle Copter Power Suit Can.



Turn around and fly forward, holding the jump button, towards the previously inaccessible jewels. When the Throttle Copter runs out (it has a very short duration), control your descent with your built-in Helicopter. It may take a few attempts to get them all.

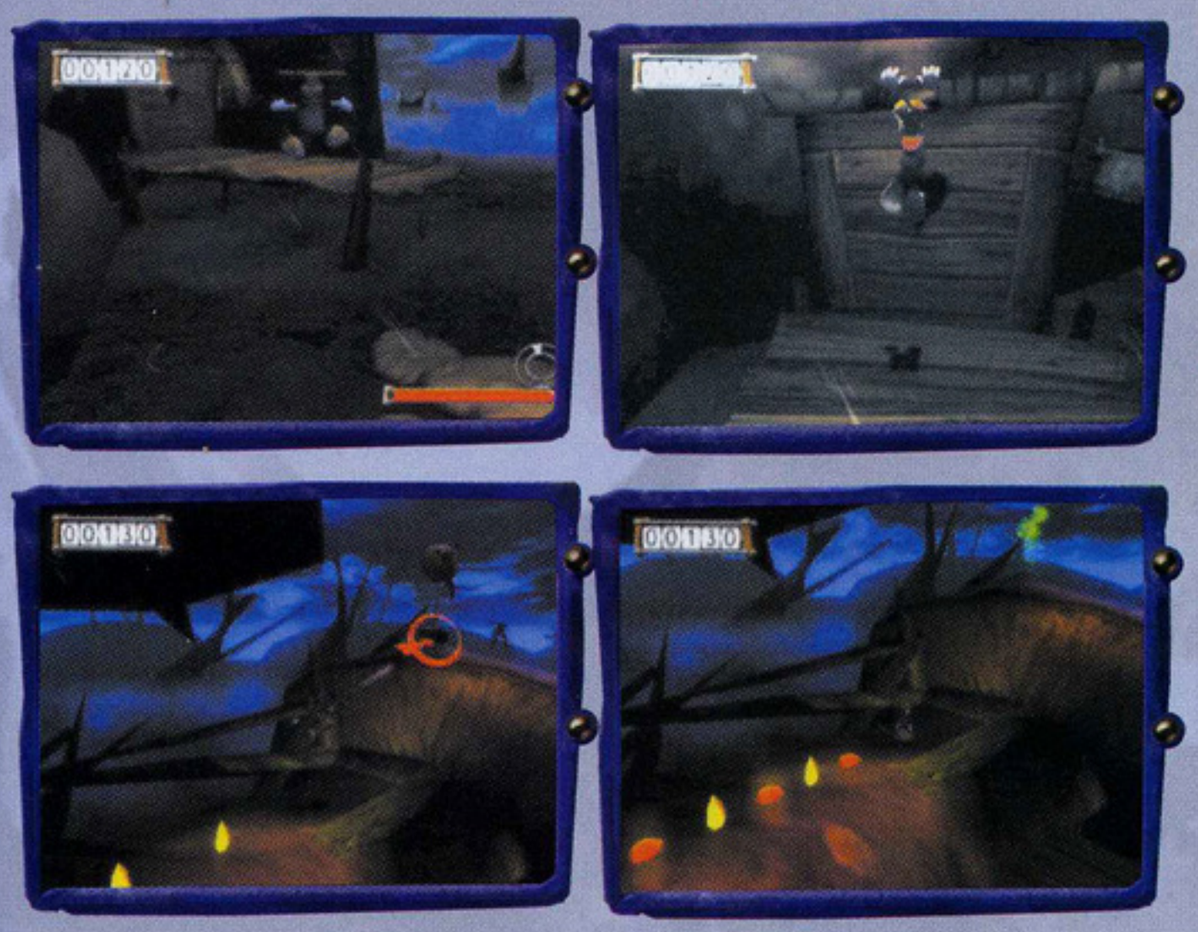
Return to the Can and look to the next closest island. Fly up and forward with the Throttle Copter and float down to safety. Pick up the pickups and jump to a nearby fragment of a wooden dock.

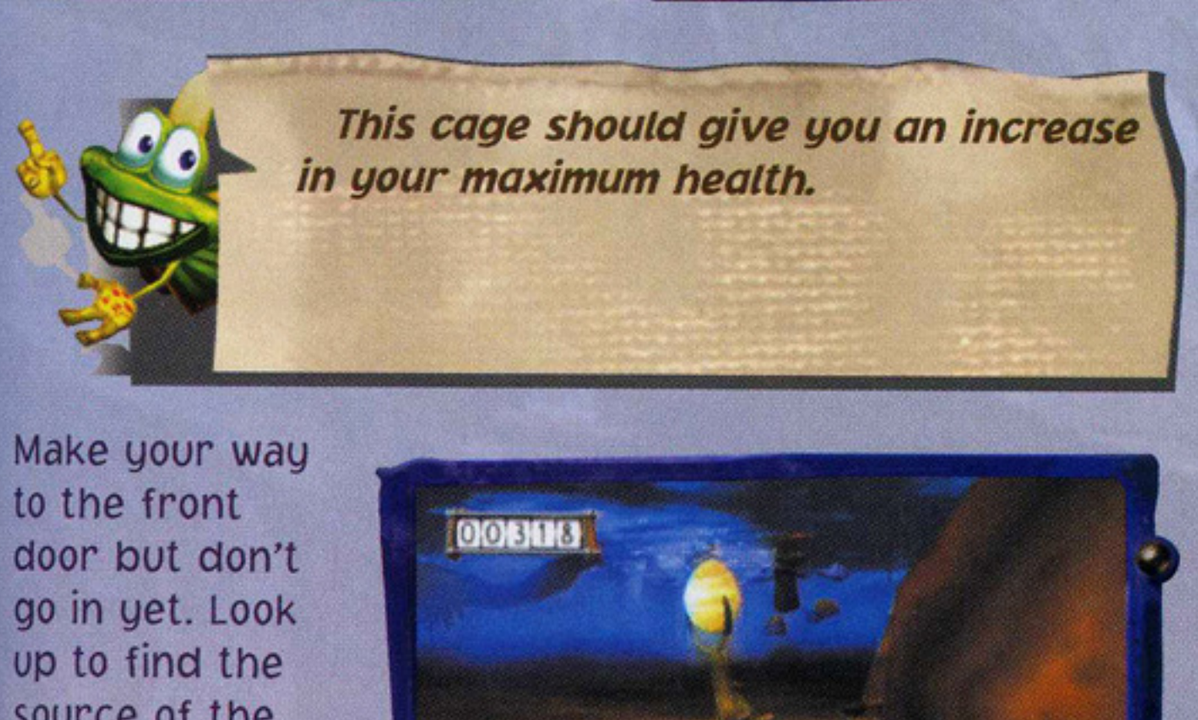
Follow the path towards the house. When you reach its wall, first go right (following the bouncing frog) around the side.

You probably won't be able to see it, but there's a target circle if you're looking in the right place.

If you need health, jump around to collect Red Lums before venturing inside.

Jump to the dock and then up to the roof of the house, but *don't grab the jewels yet*! First open the Teensie Cage floating above; the Teensie adds several red jewels to the collection. Pocket them all and return to the front of the house.





This cage should give you an increase in your maximum health.

Make your way to the front door but don't go in yet. Look up to find the source of the chirping: a Matuvu on the ceiling above.

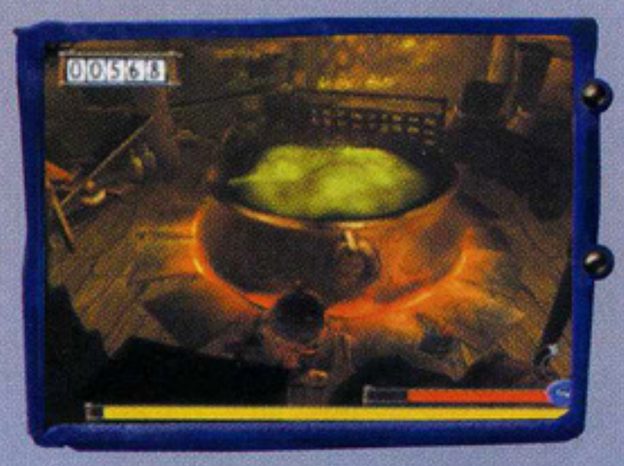
Bégoniax

Walk inside Bégoniax's house to find her cooking some retch-inducing brew. The chase begins.

You can get in one cheap shot on Bégoniax as you approach. Charge it up in advance as much as possible.

Bégoniax's brew turns anyone it touches into a frog; that's good news and bad. Periodically, she'll jump up to splash a spray of brew in your direction. Jump to avoid it.

The spray gets wider as Bégoniax takes more damage, making her attacks harder to avoid.



If the brew hits you, you'll be temporarily turned into a frog and Bégoniax gives chase. Flee in one direction until the effect wears off.

Go around the other side of the big tree and look up into the branches to find a Matuvu. As soon as you score it, run around the island to amass all the pickups.

Before going into the stump, be sure to have a Power Suit on.

Break open the Pigpot and jump into the stump to the left of the doorway. Helicopter down to find a stash of jewels and another Teensie cage. The liberated Teensies leave behind a Throttle Copter Can; use it to fly back up the stump.

Exit through the doorway to leave this area.

Refresh the Vortex Suit and use it to bring down the two twisted mushrooms leading out to a distant shack. As you approach, two Slapdashes pop up; throttle them and crack open the Teensie cage they were guarding. This earns you a Lockjaw Can.

Return to the island and jump back to the docks. Face off against the Hoodlock; you can't actually hurt him, but you can hit him hard and frequently enough that he falls off the dock and expires. Jump to his dock and use the grappling hook to reach the distant ledge.

Area 3

Enemies: Hoodblasters, Piranhas, Stumblebooms, Muddibog

Matuvus: 1

Tribelles: None

Teensie Cages: 1

Maximum Score: 13,000

Jump island-to-island to a wooden dock where a battle is already underway: a Hoodblaster has just succumbed to a pair of Muddibogs. Rev up and blast the Muddibogs to earn a Lockjaw Can.

The Stumbleboom's passing brought you a perfectly placed grappling hook. Use it but don't jump to the nearby shack just yet.

Change the direction of your swing so you're headed towards the boat parked in the distance; jump to it. Let the current carry you to a small, hidden island on which a hollow tree holds very valuable rewards. Collect all the pickups; don't forget the ones *inside the tree*. Leap back onto the boat and return to the Lockjaw Can.

Now use the grappling hook to get to the shack and smack down the Hoodblaster awaiting your arrival. Break open the Pigpot and dive into the open stump to exit the Area.

Area 4

Enemies: Hoodblasters, Hoodlock, Stumblebooms, Muddibogs

Matuvus: 1

Tribelles: None

Teensie Cages: 2

Maximum Score: 6,120

There are more plants in this room than a fern bar, but that doesn't mean it's peaceful (or that you can get cheese sticks). All you get here are Hoodblasters with *boom*sticks (and no dipping sauce) so be ready to fight. Stay atop the plants while fighting and use their flower buds as cover.

Under the leaves of one of the plants is a Matuvu, though you should hold off until you get a Power Suit.

Jump to the wooden platform and follow the series of wooden bridges (don't fall in the water!). A bit further on, a path lined with gold jewels leads off to the right; bypass it for now.

Continuing to the left, you'll come to a room full of mushrooms and lots of trouble. Your first problem is the Hoodlock: hit him hard and often to knock him into the water and he'll cough up a hook for later use. Give the Hoodblaster behind him the same treatment and assume possession of his Vortex Can.

Jump back to the Hoodlock's mushroom and look up. There's a Teensie cage high up on the ceiling—you can hit it if you jump first. Down come the Teensies and a lovely green jewel!

Now that you have a Power Suit, go back through the first few rooms and get all the pickups and the Matuvu.

With the Vortex Suit on, go down the gold-jeweled path and bring down the twisted mushroom. Jump on it and climb to the surface. Use curved shots to slaughter the Hoodblaster hiding behind the tree. His buddy takes up the same position when the first departs so be ready to do it again. Jump onto the boat and free the Teensies in the cage. For your trouble, you get a Lockjaw Can.

Return to the room with the Vortex Can and use the hook to swing to the high ledge. Run down the hall and overpower the pair of Slapdashes.

As you emerge outside the home of Razoff the Hunter, veer left to a small island populated by three Muddibogs. Bury all three and you get a Vortex Can.

Keep on the move while you battle the Muddibogs or the Stumblebooms' bombs will pick you apart.

Use it immediately to ground the two Stumblebooms guarding the entrance. Rush up the stairs to eliminate the Hoodblasters and enter the mansion victorious.

Area 5

Enemies: Razoff (Boss)

Matuvus: 1

Tribelles: None

Teensie Cages: 1

Maximum Score: 3,782

Razoff

Razoff's mansion offers you a game of hide-and-seek-and-shoot. Razoff wanders through the house and waits for you in random rooms. If you meet him, he'll fire his spear gun.

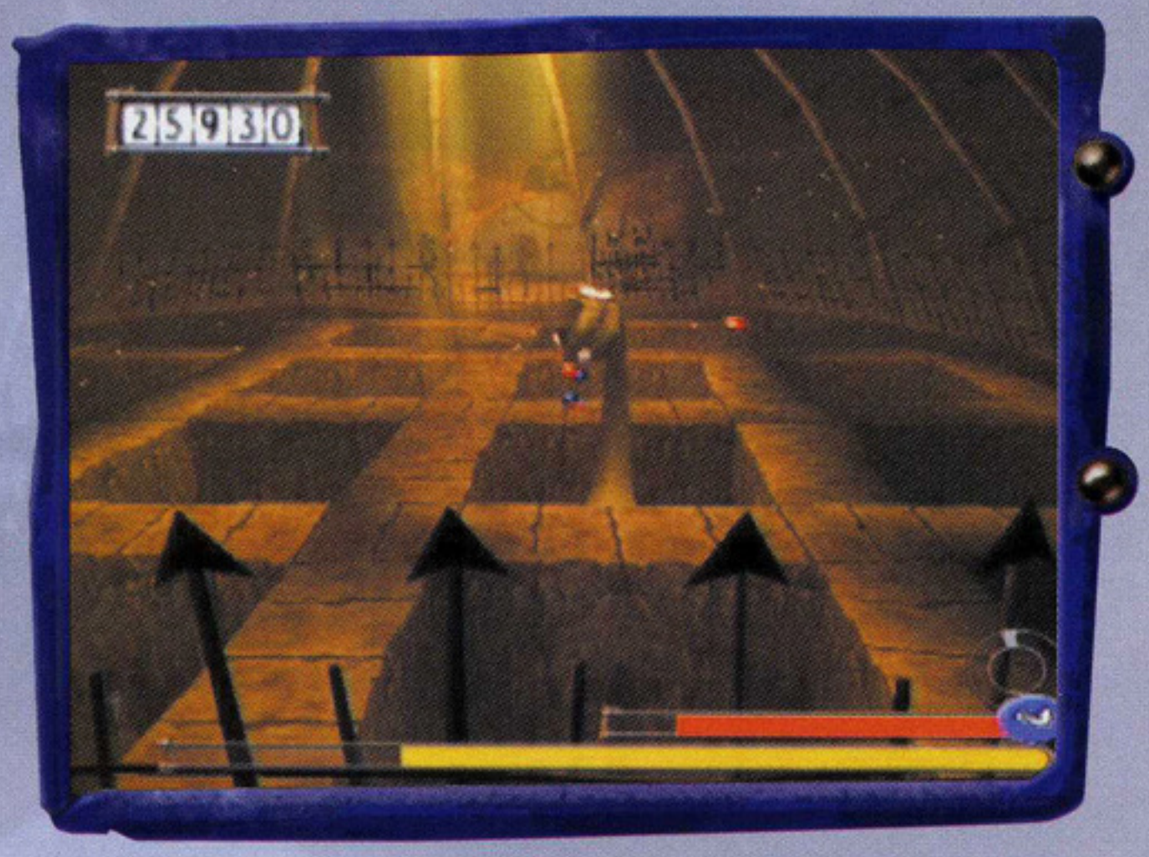
Try to avoid his shots or take cover behind furniture. Most of the furniture is destructible, but respawns after a moment. Use curved shots from behind cover and try to always have a Loaded Fist ready.

Once you land several shots on Razoff, he'll begin shooting much faster. Keep the pressure on and get another shot or two in to make him flee. As he departs, he'll leave behind several mines to slow your pursuit. Jump over them or wait for them to detonate and follow quickly. Though he's quick, it's possible to hit Razoff as he retreats.

If you lose him, Razoff takes up a new offensive position somewhere else in the house. Sometimes, he'll be waiting in one of his many sniper nests. When you bumble into one of these traps, the doors all close and the game's point of view changes to Razoff's sniper scope. Hide behind furniture for each shot and you'll be safe. When the doors open, resume the pursuit.

Keep an eye on Razoff's yellow health bar. When it's nearly spent, he'll open the door in the foyer and flee to the basement. When he does, you can explore his house at your leisure.

If you manage to fall into one of the holes in the floor, a friendly Mawpaw will be happy to place you back in the field of play. This fall, however, interrupts any Loaded Fist charge you were working on.



The basic technique in this fight is to charge up your Loaded Fist while running on the precarious walls. When Razoff swings from the foreground to the background, take a position at an intersection on the floor, target Razoff, fire a shot as he comes towards you, and sidestep the swinging ball. It's very difficult to hit him as he's swinging away, so only do that when no other shot presents itself.

Eventually, the imprisoned Mawpaws get *really* helpful: they start placing Heavy Metal Fist Cans on the walls. Use these whenever they pop up; you only score points when you hit Razoff with this Suit on! It also helps that you do more damage per shot and knock Razoff temporarily off his ball.

To maximize your points, *only* attack Razoff while in a Heavy Metal Fist Power Suit. Otherwise, keep moving and avoid damage until a new Can appears.

After a few hits with the supercharged attacks, Razoff gets fed up with the Heavy Metal Fist Cans. He stops swinging to destroy the Cans and, incidentally, the wall they sit on. This is a great time to hit him with a fully charged shot.

Once Razoff's health is near zero, he falls into the dungeon for good and you emerge the victor with Globox in tow.

Your first Shock Rocket shot should be at the Teensie cage hanging in front of the waterfall. The liberated Teensie leaves a Throttle Copter Power Suit Can at the base of the cascade. Before dashing over to claim it, however, fire another shot at the small, square hole at the top of the rock wall to the right of the waterfall. Guide the missile in to hit a hidden Teensie cage inside and you'll have a Heavy Metal Fist Can waiting for you in a very useful place.

Head over to the waterfall and stand on the Throttle Copter Can. Fly up to the ledge behind the waterfall to find some pickups and a plum tree. Shoot the plum to knock it off the branch, pick it up, and throw it away from the waterfall.

Locate the wooden stake to the right of the waterfall and approach it. Two Slapdashes appear; snuff them. Track down the plum, pick it up, and walk it towards the stake until the stake shows a target circle. Throw the plum to impale it on the spike. Jump onto the plum and then up to the ledge above.

Activate the Heavy Metal Power Suit and follow the path to a fierce battle with two Hoodblasters and two Slapdashes. Go back for more of the Heavy Metal Fist whenever it runs out—it makes the fight go much easier.

When the way is clear of opposition, run through the opening into another passage. Near the end, Globox finds a barrel of plum juice and leaves behind a large bouncy bubble.

Look high up the wall of this room on the right side. A small opening, accessible by a difficult but manageable bounce on the plum bubble, leads to a secret room. Inside it, scores of gold jewels and a centrally located green jewel sit perched high on pillars of various heights. The trick is to collect them, as much as possible, in Combo Mode. A large chunk of your score on this Area reflects how well you cultivated the points in this room. When you're done, return to the plum juice bubble.

For high scoring, come back for this room only after you have the Vortex Power Suit from the next location.

Bounce on the plum juice bubble to rejoin Globox. Surge forward to fight a trio of Hoodstylers. A single Hoodstormer replaces them; defeat him and you'll have a handy Vortex Can. Use it on the twisted mushroom next to the fountain.

Climb up the mushroom to the upper ledge and mow down the two Hoodblasters guarding another Teensie cage. Blast it to get a very interesting surprise.

Down by the fountain, find a Shoe pickup. Touch it and you'll be shrunk small enough to fit in your own shoe. The other shoe, however, has a plan of its own as it races away. Chase after your other shoe (using the indicated buttons to accelerate) and strike it several times. When the Shoe's health is spent, you get your normal size back and a handy Heavy Metal Fist Can.

Put on the Heavy Metal Fist, climb back up the mushroom, and break down the door to exit the Area.

Area 2

Enemies: Hoodblaster, Hoodstormer, Hoodstyler, Grimkeeper, Grims, Hoodboom

Matuvus: 1

Tribelles: 1

Teensie Cages: 2

Maximum Score: 11,000

Leave the passage ready to fight a strong Hoodlum contingent that arrives in waves. First up are a Hoodblaster, an Hoodstyler (who stubbornly stays atop a hard-to-target tower), and a Hoodstormer. Next up are another Hoodstormer and two additional Hoodstyler (the second of whom drops a Lockjaw Power Suit Can).

With the defeat of the Grimkeeper, Globox leaves another handy trail of bubbles; use them to climb to the high ledge. Move to the left side of the ledge, look left, and blast the Teensie cage. Your reward: a Heavy Metal Fist Can.

Walk to the opposite end of the ledge for a secret room. There's a hard-to-see alcove in the corner; go inside and jump up to follow the passage. The secret room is filled with floating jewels (many gold and a green) and the floor is covered with Throttle Copter Cans. Fly with the power of the Cans and hoard as many jewels as possible. Return to the previous room.

Touch the Heavy Metal Fist Can and go through the doorway in the center of the wall and climb the ladder to the surface. Break the door and pass through.

In this large courtyard, several Hoodblasters fire from a circular platform. If you try to attack them, however, you'll see they're protected by some kind of mojo. A quick look around reveals the source: a Hoodlum sorcerer called a Hoodoo. Fire a quick shot at the protected Hoodlum and the Hoodoo briefly reveals itself; take the instant to pound the Hoodoo. After a few attacks, the sorcerer expires and you may slaughter the Hoodblasters at will.

Next up is a pair of Hoodstylers and a Hoodboom flying around in a balloon. Tend to the Hoodstylers quickly and one coughs up a Shock Rocket Can. Take it and snipe at the flying Hoodboom. Finally, use the Shock Rocket again to nail the final Hoodblaster.

The last foe leaves behind a Throttle Copter Can. Use it and fly to the upper ledge. Walk down the passage to exit the Area.

Square off against the Hoodblaster and he'll give up a Throttle Copter. Since there's no obvious way out of this foyer, take the Copter. It leads to a balloon that bounces you up to a floating Lockjaw Can. Grapple onto a long series of hooks. Helicopter down to reach the ledge.

Run around the spiraling ledge, jumping to avoid the tossed grenades from an unseen Hoodboom above. When you reach the top, destroy the Hoodoo protecting the Hoodboom and then turn your wrath on the mad bomber himself. He leaves behind a Heavy Metal Fist Can.

Destroy the door to reveal a Shoe. Use it and chase your other shoe down the long ramp and through the tower's rooms to the foyer. Again, collide with the other shoe until its health is spent. You return to normal size and may now exit the portal.

Remember that using the Shoe's accelerator is dangerous (you lose a point whenever you hit a wall), but it's the only way to collect the jewels on the ramp in Combo Mode. Normal speed is just too slow.

Go back across the bridge and through the cave to the area where you began, just outside the locked gate. The Teensies have disposed of all the unreachable enemies, but one Hoodlum remains: a Heckler. Overwhelm him with the help of the Heavy Metal Fist Can.

Winning this battle earns you a Shock Rocket Can atop the nearby wooden platform. Climb the ladder and fire the rocket at the switch in the right-hand tower. Pass through the gate to exit the Area.

Area 4

Enemies: Leviathan (Boss)

Matuvus: 0

Tribelles: 0

Teensie Cages: 0

Maximum Score: 2,230

Leviathan

Before beginning, jump down and break open the Pigpots if you need some health; they all have Red Lums inside. You'll need full health for the boss battle ahead.

Dive into the water and swim down the tunnel to the right. Swim down the length of the tunnel to reach the arena.

Defeating the Leviathan requires tenacity but a very simple trick. Try to stay just close to the machine's mouth. Whenever a red missile approaches, evade it by pressing the jump button. This causes the missile to lose its lock on you and, usually, target the Leviathan's pilot instead. Several hits of this kind spell victory.

Periodically, however, the Leviathan attacks in different ways. First, the pilot shoots rapid-fire green shots. These are slow moving and easily avoided. Second, the Leviathan closes its mouth and a fires a sweeping laser beam through the water. Both of these attacks can be avoided with properly timed evade moves.

> Don't worry about picking up the jewels during battle. There'll be time for that after winning.

When the Leviathan is nothing but a pile of scrap metal, locate the exit and depart to the surface. Stroll the docks and leave the Area through the doorway.

Area 6

Enemies: None

Matuvus: 0

Tribelles: 0

Teensie Cages: 0

Maximum Score: 16,000

This will be your final ride on a Teensie highway. I hope you've learned something in your previous trips because this one is faster and wilder than both the others combined.

The angles are sharper, the pickups more tightly spaced, and the pace is faster. Many pickups require you to jump between rails before reaching the end, increasing the chance for errors, so try to keep your eyes ahead and plan your jumps.

Remember, don't be afraid to jump off the rails so you can go back for something you missed. Just don't do it too often.

Once you pass the green jewel, you'll come to the *long* drop. You'll know you've reached your destination as you head into a thick red cloud of light.

LEVEL 5: THE DESERT OF THE KNAAREN

LEVEL MAXIMUM SCORE: 66,040

Area 1

Enemies: Slapdash, Hoodblaster, Knaaren, Scowler

Matuvus: None

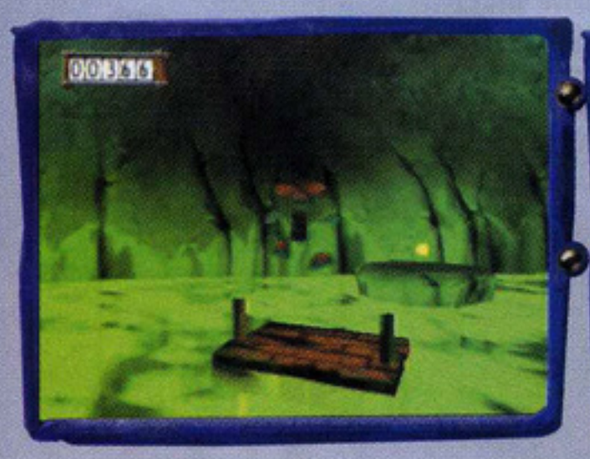
Tribelles: None

Teensie Cages: 2

Maximum Score: 6,550

Snap up all the pickups strewn among the bones and make your way toward the massive skull door in the distance. Several Slapdashes pop up along the way to give you some trouble. Jump to get the red jewel in the doorway and slide down into the cave.

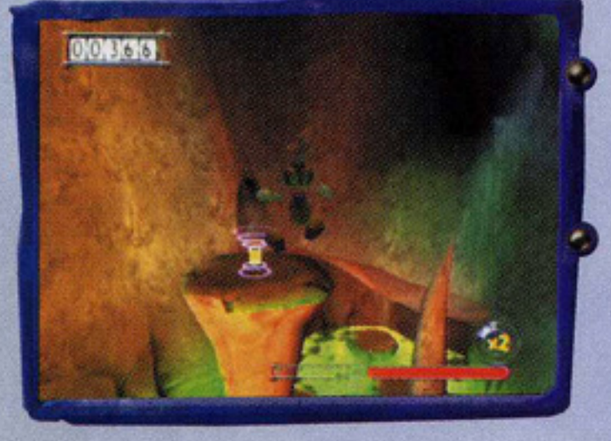
Stroll down the ramp to the plum juice barrel and face right. Jump along the platforms in the toxic green water to reach a raised platform on the opposite end.



Some of these platforms sink. If you fail to time your jump correctly, use the Helicopter to slow your fall. If you're lucky, the platform will rise again by the time you land. If not, jump very quickly and you might escape the damaging effects of the water.

Step onto the Throttle Copter Can and fly forward and up as far as the Power Suit's effects will carry you. Continue using your normal Helicopter power and progressing forward to another Throttle Copter Can.

Fly up and forward to the tall pillar to the left. Land on it, turn around, and use the Throttle Copter Can. Fly up and forward towards and over the bridge (ignore the Hoodblaster for the moment).



Continue forward and to the left, picking up a final Throttle Copter Can along the way towards a ledge. On the ledge is a Lockjaw Power Suit Can and inside the doorway are some pickups. More pickups can be found by climbing down the bony wall right of the ledge. Climb back up when you've got the goodies.

Jump towards the first hook and grapple onto it. Grapple next onto the second hook and drop down on the bridge to beat up a Hoodblaster and harvest the Pigpots hidden in the doorway. Return to the Lockjaw Can by touching the nearest Throttle Copter Can and retracing your steps.

Navigate the first two hooks again, but this time, jump and latch onto the third hook and then the fourth. Reverse the direction of your swing and grapple the fifth and highest hook. Land on the ledge and venture inside the room to find a Shock Rocket Can. Aim into the hole in the wall (to the left as you came in) and steer the rocket to a Teensie cage. Time to find those Teensies.

Helicopter back to the Lockjaw Can (it's a bit of a leap of faith) and get a new charge. Swing to the fourth hook, but this time, continue left to another ledge. Inside, you'll meet the Teensies who offer advice and a Heavy Metal Fist Can.

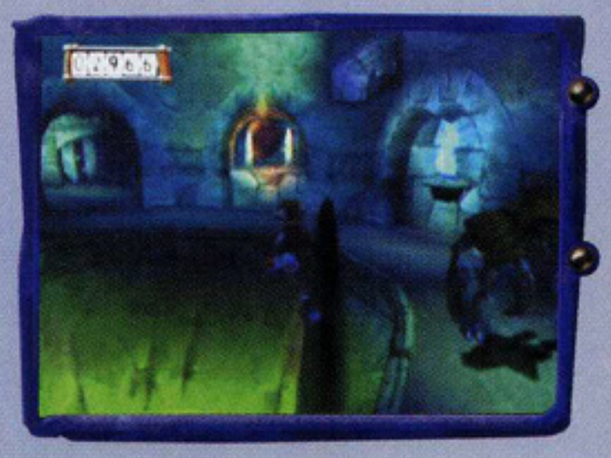
There are substantial points to be had in this room, so put on the Heavy Metal Fist Suit before scooping up the pickups.

Try on the Power Suit and jump down to the left to pummel a Hoodblaster holding Globox hostage and break open the door. Pass through the door and watch as Rayman and Globox fall through the floor.

Climb back up to the Heavy Metal Fist Can before going through this door. Jump back and rush into the door.

You're now in the domain of the invincible Knaaren. Remember: run and evade, don't fight. As you land, collect the room's pickups as fast as possible, before the Power Suit expires, being careful to avoid the investigating Knaaren. Rush out of the room and drop into a hole.

When the brief cinematic ends, run forward and jump into the pit in the center of the room. At the bottom, find a Shock Rocket Can. Aim up and shoot the Teensie Cage hanging high overhead. The released prisoners leave a Lockjaw Can at the rim of the pit.



The task here is to pick up an egg from the egg dispenser and deposit it on a pressure plate in the next room. Complicating this endeavor is a steady stream of ghosts called "Zombie Chickens." If one touches you while you carry the egg, the egg breaks. If you try to throw the egg, it'll break. The only thing you can do is gently place it on the ground whenever the Scowlers appear, move away from it, fight, pick it up again, and carry it as far as you can before the next wave of Scowlers appears. When you get the egg on the plate, a door to the left opens.

The pit has two bone ladders leading out. The Lockjaw Can sits atop one of them; this is the ladder to climb in a moment. First, however, you have to ring the gong. Aim the Shock Rocket up and slightly to the right of the Lockjaw Can where you see a golden glow. Pilot the rocket through the bars to strike the gong.

Climb the ladder below the Lockjaw Can and immediately rush up the nearby stairs. Quickly grapple onto the hook and swing across before the gong-summoned Knaaren returns to his post. Rush down the hall and Helicopter down into another hole.

Area 2

Enemies: Knaaren

Matuvus: 3

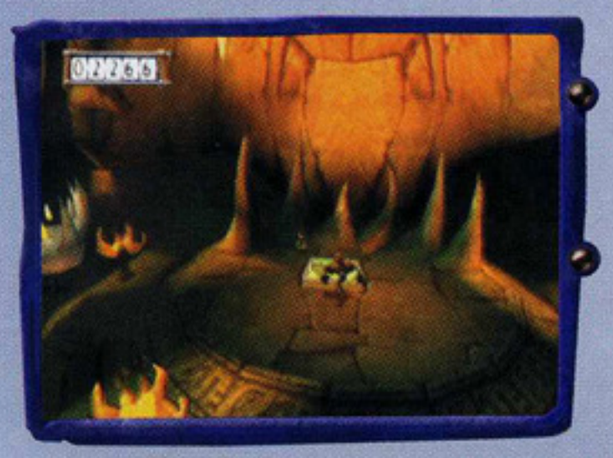
Tribelles: None

Teensie Cages: 2

Maximum Score: 8,800

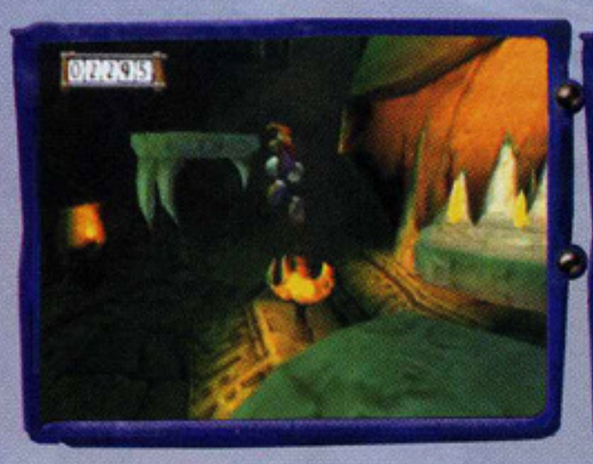
This gigantic room is centered on the towering statue of Leptys. You ultimately need to find a way atop it, but first there's plenty to do down here.

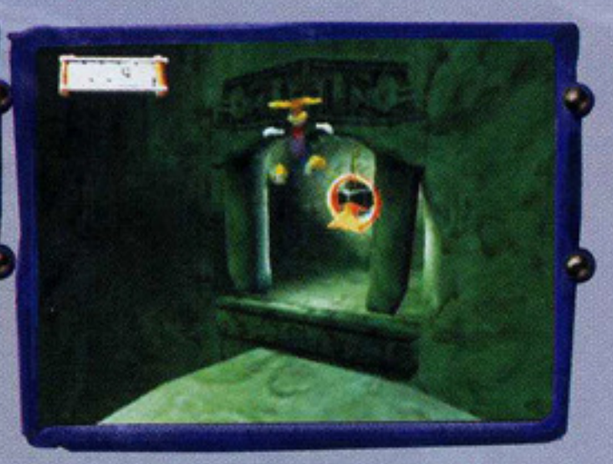
First, get the attention of one of the wandering Knaaren (shooting them works nicely) and get him to follow you to the pressure plate at the foot of the statue of Leptys. Once someone heavy enough (Rayman's too light) steps on it, the floating platforms will be set in motion allowing you to climb to the top.



Run to the stairs directly in front of Leptys and turn right at the end of the landing. Wait for the platform to come into range and jump on it.

You'll ultimately want to travel to the right from here to get atop Leptys, but first, go left. Jump onto the next platform on the left and ride it up to a high alcove. Shoot the Teensie cage to receive a Vortex Power Suit Can.





Helicopter back to the floor and rush to the far left-hand corner of the room (look for all the torches) to find a twisted mushroom. Don't jump up on it yet.

Go back to the first moving platform and jump onto it. Next, jump to the next platform to the *right* (*not* the one with the jewels). Continue along subsequent platforms until you reach the Lockjaw Can.

Helicopter to the floor and rush to the corner with the mushroom. Jump atop it and onto the adjacent ledge to hoard a massive clutch of jewels.

Jump down from the mushroom and head left to the leftmost nearby column. Get behind it and look up to find the first of three Matuvus.

If you still have time remaining on your Lockjaw Suit (and if not, get a recharge), run over to the corner where you entered the room and look behind the column on the right for the second Matuvu.

Platform hop to find a second Lockjaw Can and swing through the series of six hooks to reach the right side of the statue.

Jump to the top of the statue and free the Teensies from their cage. They leave a Throttle Copter Can right on the Leptys' head. Use the Can and fly up to the exit.

Get another dose of the Lockjaw Suit and return to the floor one last time (backtracking to get those gold jewels on the low platform). Looking at the statue of Leptys, go right and into the corner behind it. Look up on the back of the statue's wing to spy the third and final Matuvu.

Climb back up to the Lockjaw Can and grapple onto the series of hooks until you get to a solid platform covered in gold jewels.

Descend the bone wall to get all the pickups in this location.

Climb the bone wall back to the upper ledge and walk carefully to the opposite end. Grapple onto the hook and swing over the lower of the two platforms in the second cavern (the one with the statue). Look up at the statue to find a Matuvu.

If you fall to the floor in this second cavern, you'll need to locate a bone wall leading back up. As you climb, watch out for falling rocks. The path eventually leads back to this statue.

The statue's platform is a dead end, so you'll need to backtrack. Jump to the small platform below where you came from, collect the jewels, and climb the bone wall back to the ledge. Return to the Shock Rocket, get the Lockjaw Suit, return to the same hook, and swing to the higher of the two platforms.

As you land on the upper platform, watch out for the heat jet. Avoid the Knaaren by running away around the pillar and up the path.

Sprint as the Knaaren pursues you until you arrive at a ledge in the third cavern. Immediately jump to a torch-lit platform across and to the left.

Hop over to the very small platform to the left and use its Throttle Copter Can. Ascend to find, on the roof of the torch-lit platform, a Teensie Cage. Blast it and get a juicy green jewel.

If you fall to the floor in this room, you'll return via a bone wall to the right of the torch-lit platform.

Drop down below the torch-lit platform to a blue-lit walkway. At the end nearest the torch-lit platform, you'll discover another Teensie cage; breaking it earns additional treats.

Follow the blue-lit path into another cave. Keep your eyes peeled (just after the first turn in the cave) for a second Matuvu high on the wall.

You soon emerge in the fourth and final cavern in which a large path spirals up a tall central column. The way appears to be blocked by a rock wall but you can bypass it by flying around it.

If you fall to the floor in this room, a pair of bone walls lead you back to where you began.

Around the next bend, stop when you reach a Shock Rocket Can. Take it and aim at the Teensie cage hanging over the gong. Next, fire another shot and hit the gong.

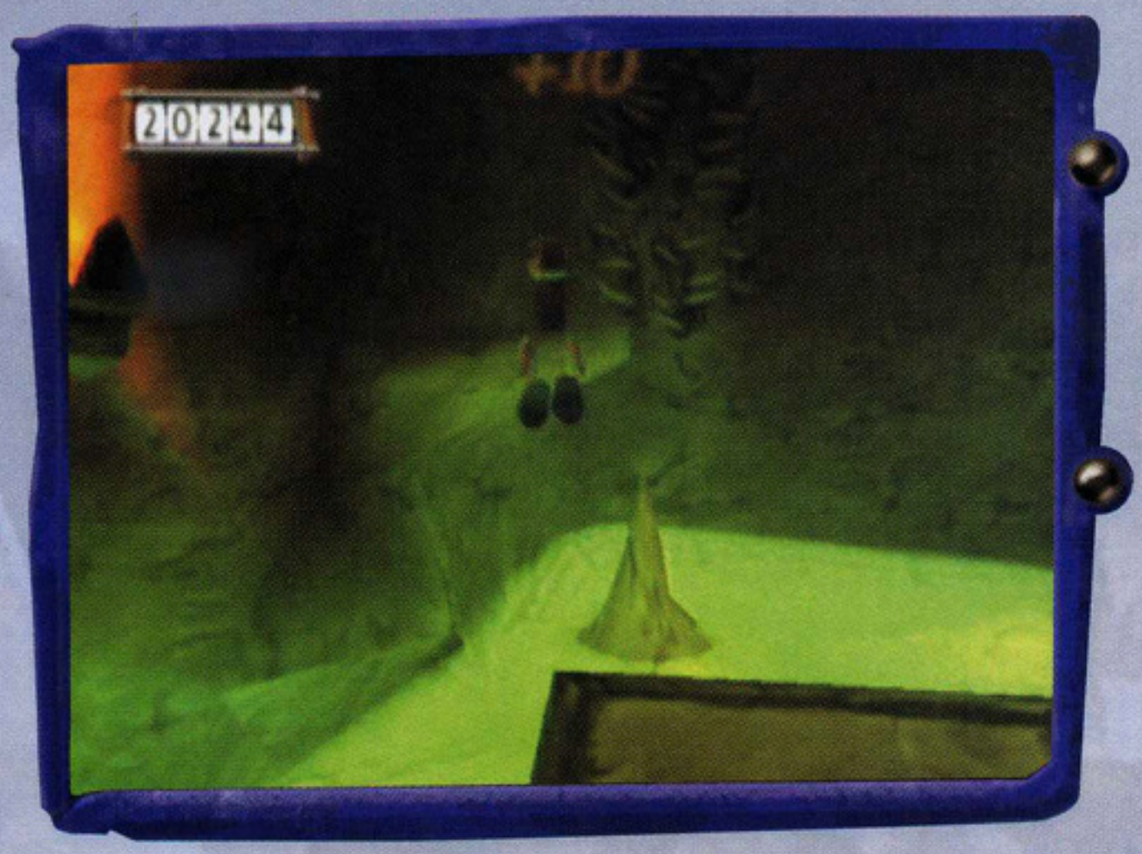
When the Knaaren rush forward to check out the gong, pick up the jewels left by the Teensies and continue up the column. Around the next bend, two Knaaren spot you; elude them by leading them around a small nook. Around the next bend, you have to pull this trick again.

Nearing the top of the column, there's another Shock Rocket Can. Use it on the Teensie cage and gong around the bend and slip by the distracted Knaaren.

With this cage, you should receive an increase to your maximum health.

Head through the now-open door and on to a small bridge (which is blocked at the other end). Jump down on the left side and run under the bridge. Follow the hall to a room flooded with toxic green water.

Jump the platforms as they lead left until you reach an immoveable one at the far end. Turn left to see a bone wall in the distance. Jump to the ledge and climb up the bone wall.



The way leads to a crypt filled-to-brimming with jewels. Collect them all and continue out of the crypt. Jump up on the ledge, turn, and go up the bone wall to get even more jewels and return to the bridge (through the previously sealed door).

Jump off and retrace your steps into the green water room. Continue from the stationary platform around to the final platform. Hit the Teensie cage floating along the wall and jump to the ledge beneath it to claim your reward.

Jump to the ledge with the Red Lums and walk down the hall. Collect the jewels at the dead end and, sorry to say, you'll be captured at last.

Area 5

Enemies: Reflux (Boss)

Matuvus: None

Tribelles: None

Teensie Cages: None

Maximum Score: 1,500

Reflux

To survive, you must challenge and defeat the undefeated Knaaren champion: Reflux. Here's what he can do.

1. He can spin and move around the arena like a lethal top. Your only defense against this is to run and evade.

Area 6

Enemies: Hoodblasters

Matuvus: None

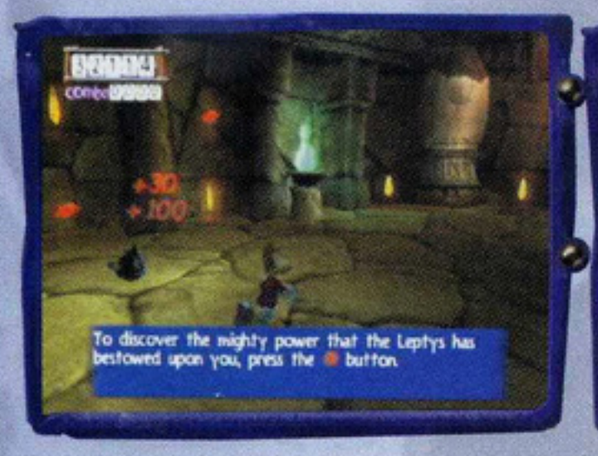
Tribelles: None

Teensie Cages: None

Maximum Score: 3,000

Don't collect the jewels until you have the Vortex Can dropped by the second Hoodblaster.

Time to try out that new Grimace power as the first two Hoodblasters drop in. First, beat him. Next, note that the Black Lum at the Hoodblaster's core remains after he's beaten and will soon flee past you. Get close to the Black Lum (or wait for him to come near) and use Grimace. The Black Lum will be changed instantly to a Red Lum and used to add to your health.



A second Hoodblaster comes to play, treat him the same way: beat him and turn him into a Red Lum. He leaves behind a Vortex Can. Use the Can and collect all the jewels in the room before shooting the stem of the twisted mushroom.

Jump on the mushroom and exit the Area.

Area 7

Enemies: Elite Monger, Hoodoo, Lavicraft, Stumbleboom, Hoodlock, Hoodstormer

Matuvus: None

Tribelles: None

Teensie Cages: 2

Maximum Score: 19,500

Jump along the skeletons, taking care not to touch the burning red desert ground.

Don't pick up the jewels yet, there's a Power Suit coming.

Avoid the attacks from a lone Elite Monger and snuff the Hoodoo who protects him.

Continue along the bones towards the cave entrance where a pair of flying Lavicrafts attacks. Ground them both.

Area 8

Enemies: Hoodblasters

Matuvus: None

Tribelles: None

Teensie Cages: None

Maximum Score: 9,180

An impassable trench separates you from the transport globe you need to leave. Also troublesome are the four Hoodblasters on the other side who insist on shooting at you.

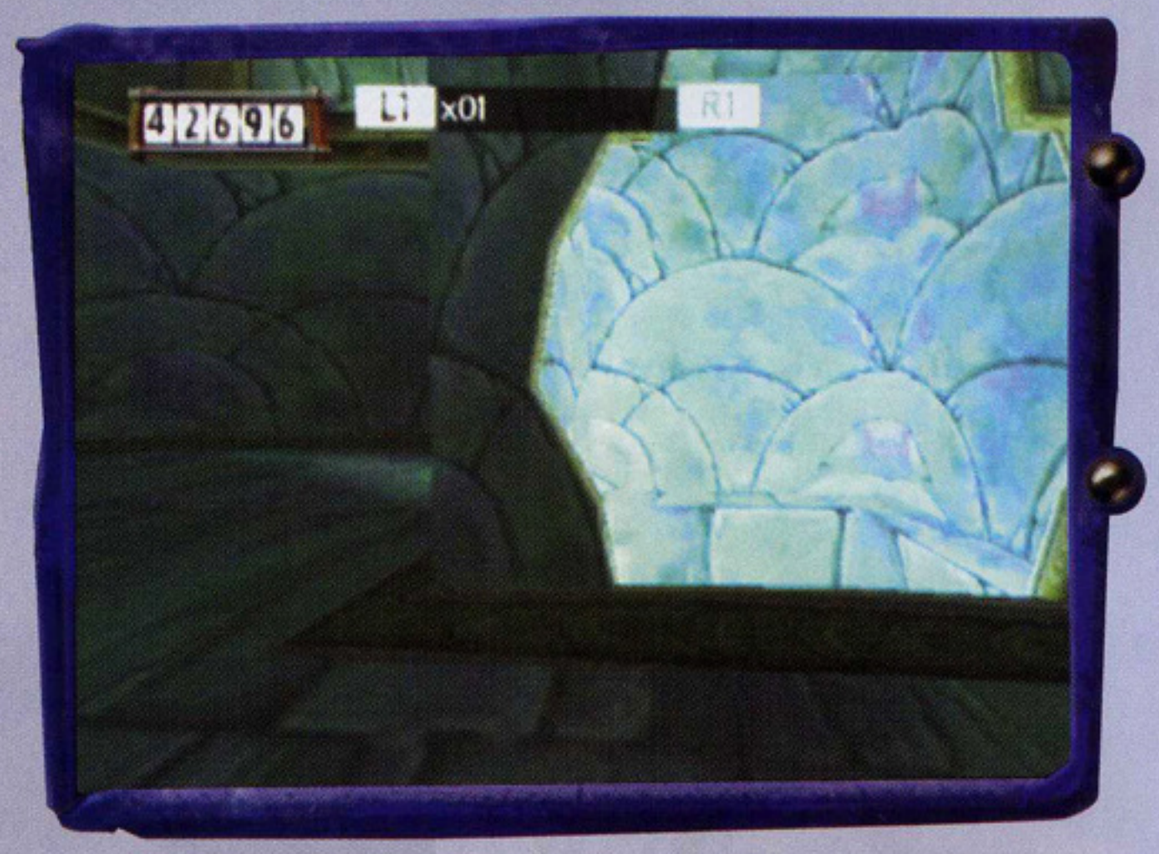
There are four switches on the floor that control four nasty columns on the other side of the trench. Step on a switch and the pillar falls; it doesn't much care who's under it at the time.

Use the switches to defeat the four Hoodblasters as they move from position-to-position.

The Hoodblasters aren't dumb enough to stand where the pillars will fall, so you'll have to hit them as they run.

When all four enemies are gone, a large platform will rise in the trench, permitting you to cross.

Of interest on this pillar is what's on the other side. If you fall into the trench on the side closest to the globe, you'll see that there's a door on the back. Wonder where it goes!



Helicopter down into the hole to find a secret room. Run around the room to collect all the jewels and step on the green transporter to return topside.

Jump into the transport globe to complete the level.

First, however, put on the Power Suit and check out the statues to find a Matuvu.

Next (with the Power Suit still on) take a good look at the reflective floor. Anything seem odd to you? The floor shows the reflection of a window but the actual window isn't there. Jump into where the window should be and find a secret area full of jewels. Return to the main room.

Take the Lockjaw Can again and step on the floor switch. Grapple onto a series of four ascending hooks and vault into an open portal (the leftmost of the lowest two). Collect the crowns and drop into the hole in the floor to return to the main room.

The floor plate starts a timer that will close each of the three portals in turn (from bottom to top). Race to get to each one before it closes.

Refresh the Suit, touch the switch, and grapple through the first four hooks again. This time, use the last hook and swing into the lower of two portals.

Grab the crowns and quickly climb the ladder to the higher of the two portals. Collect the crowns without pausing and leap out the portal to grapple onto another hook.

Swing across two more hooks and into the final portal. Get the crowns and step on the green teleporter.

If time runs out before you get to this last portal, you'll find it barred. Return to the floor and start over.

Back in the main room, join Globox at the locked door to the exit. Pick up the final crown and step on the switch to open the massive door.

Keeping your eyes on the floor, wait for the moving platform to shift into jumping range. Leap to where the platform *should* be. Your shadow on the floor is a helpful guide.

Collect all the crowns by riding the platform. When you have them all, jump to the open portal on the right and step onto the green teleporter.

Climb onto the circular platform in this seemingly empty room and look in the wall mirror to see what you're not seeing: four vertically moving platforms are arrayed across the room.

Wait for the leftmost platform to descend into jumping range and leap onto it. Ride it to the top of its circuit and jump up to reach the highest crown.

Jump to the next platform and repeat the process until you reach the right side of the room. Soar over to reach the portal and step on the green teleporter to go to the final puzzle room.

Look into the mirrored floor to see three platforms moving around the room. Jump on each, grabbing crowns on the way, to reach the third platform.

There seems, however, to be nowhere to exit. Ride the third platform, facing the seemingly blank wall, and fire shots into it. If a shot fails to bounce back immediately, you've found the hidden exit; jump to it. The green teleporter here reunites you with Globox at the locked exit door.

Pick up the final crown and touch the switch to open the door.

Area 3

Enemies: None

Matuvus: 1

Tribelles: 1

Teensie Cages: None

Maximum Score: 7,750

In the center of the floor, you'll find a snoring Tribelle. Creep up to claim it.

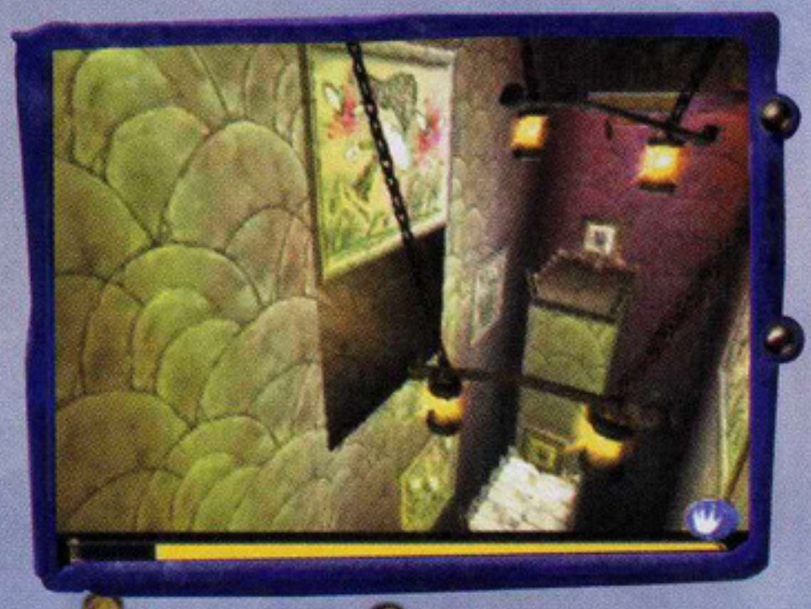
Turn left to walk down the hall to the first puzzle. Nab the single crown and step on the switch to start the timer. Bound across the moving platforms to reach the ledge at the opposite end of the room.

Standing in the center of the room, look to the tops of the columns to find a lounging Matuvu.

Climb the spiral stairs to exit the Area.

If you fall, walk back to the beginning and climb a short ladder back to the switch.

Gather the crowns and turn right. Charge your Loaded Fist and jump up to hit the small stained glass window in the arch ahead. If you get it to spin, it'll open a nearby secret area.



Step on the switch and jump up the long series of ledges, grabbing crowns on each one. You'll have to jump very quickly to make it before time runs out. When you get to the highest ledge, leap towards a room on the wall in the distance and Helicopter to extend your descent. If you worked quickly, you'll land inside before the gate closes. Gather the crowns and drop into the hole to return to the main room.

Glide and jump back to the bridge and descend the ladder, picking up all the crowns along the way, to reach the first puzzle area.

Walking through the pool towards the Area's starting point, turn right to find a Matuvu atop the spout of the fountain.

Climb back up the ladder and rejoin Globox. Pick up the last crown and step on the switch to open the exit door.

Walk down the long hallway to emerge on a beach. Look among the boxes to the right to find a Tribelle.

Stroll down the pier to meet up with the Teensie doctors and end the level.

LEVEL 7: THE SUMMIT BEYOND THE CLOUDS

LEVEL MAXIMUM SCORE: 33,110

Area 1

Enemies: Mechanical Fish

Matuvus: None

Tribelles: None

Teensie Cages: None

Maximum Score: 3,600

For simplicity's sake, we'll refer to the parts of the ship by their landlubber's names: back, front, left side, right side.

Aboard this sturdy ship, you'll need to defend yourself from the onslaught of a school of cannonball-firing Mechanical Fish. At your disposal are four deck-mounted cannons, one on each side.

There are also two Power Suit Cans onboard, but only one of them is essential. The Throttle Copter Can on the back of the boat is necessary for getting to the rear cannon. The Lockjaw Can, next to Globox is more or less just a score enhancer; wear it at all times if you want to get the optimum score for the Area.

There are two status bars at the bottom of the screen. The yellow one represents how many fish you need to sink to finish the level. The red one represents the health of your boat. The goal, therefore, is to deplete the yellow bar before the red bar.

The radar display shows several things. Red dots outside the boat represent incoming fish. The green dot is Rayman. The red dots on the ship are the cannons. Use this radar to know where to run and when.

Begin, before the first fish arrives, by finding the Lockjaw Can and collecting the pickups on the front deck and the netting on the right side of the ship.

When the first fish appears on the radar, go to the correct side of the boat and shoot at the cannon to fire it.

You don't need to be touching the cannon, just be close enough to target it with your fists. You also don't have to aim; shots always hit their target. In other words, if you see two incoming fish on the left side and three on the right, run to the left and fire two quick shots and go immediately to the right and fire three. All targets will be hit, in Combo Mode no less.

When a fish appears at the back of the boat, run up the stairs, use the Throttle Copter Can, and fly up to target the cannon trigger. You shouldn't need to actually stand on the deck save to collect the pickups there.

Rush from gun to gun, keeping the Lockjaw suit on for maximum scoring until the yellow bar is gone and the Area is complete.

Area 2

Enemies: Hoodlock, Hoodblaster, Elite Monger, Hoodboom, Stumbleboom, Hoodoo, Slapdash, Lavicraft

Matuvus: None

Tribelles: None

Teensie Cages: 2

Maximum Score: 21,010

Don't bust open the Pigpot until you have the Heavy Metal Fist.

Keep a safe distance and push the Hoodlock back with constant shots. As he backs up, inch yourself forward until you're under the Heavy Metal Fist Can. Use it and polish off the stubborn Hoodlock.

Refresh the suit and run forward towards the hill. As long as you have the Heavy Metal Fist on, you can target and shoot the rolling snowballs. This makes jewel collection and progress on this part of the hill much easier. As soon as the Suit expires, however, your only defense against snowballs is avoidance.

Once you lose the Heavy Metal Fist suit, you should also avoid collecting anything on the hill until you get the Lockjaw Can at the top.

Climb up the scaffolding and boxes to get to the next part of the hill.

Use the Throttle Copter to get to the first tower and jump forward to eventually come to a snow covered ledge.

Look up at the windmill nearby to spot a Matuvu.

Jump on the first two balloons in the chain beginning at this ledge but veer off to the left at a ledge lined with fir trees. Walk through the fir trees to find a secret area full of jewels.

Return to the fir tree ledge and continue along the line of balloons to a ledge that is populated by snowmen.

The snowmen can be shot open (to great gain), but you should wait until you have the upcoming Power Suit.

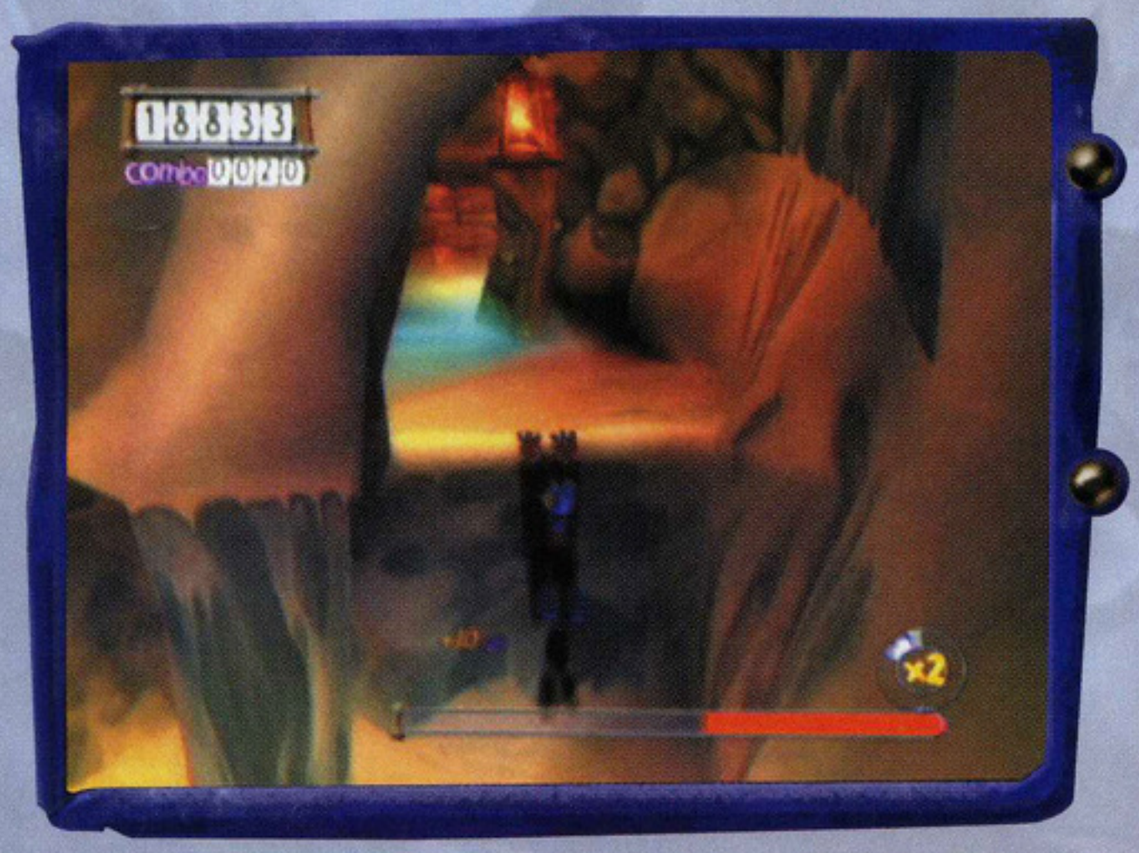
Enter the cave and jump on the box to the left. Hop up to the horizontal rope ladder overhead and hand-over-hand to the Heavy Metal Fist Can. Use it to break down the door.

March through the door and break open the Pigpot as you emerge outdoors. Use the released Shock Rocket Can to snipe at the Hoodboom atop the scaffolding ahead.

Collect the goodies on the ground and then jump up the chain of balloons to the scaffolding. Use the other balloon to get to the top level.

From the top level, use the next balloon chain to get to a Lockjaw Can and immediately grapple onto a nearby hook. Swoop over to the ledge.

Use the Heavy Metal Fist to fight the Hoodblaster here and climb up the rocks and ledges to a cave entrance.



Climb up the ladder and use the balloons to get the Vortex Can floating in the air above and reach the highest ledge.

Emerge from the cave where many foes await. Among them you'll find a Stumbleboom whose stilts are ripe for a shot of Vortex.

Helicopter down the long drop to the ground below and rush down the hill to the frozen waterfall below. Squeeze a Heavy Metal Fist Can out of the Elite Monger and break down the door.

Don't worry about all the other things to do here; we'll be back in a moment.

Trudge down the cave to an open area filled with Hoodlums. Fend off the two Hoodblasters and rush to a short ledge to the right. Bust open the Pigpot and extract a Heavy Metal Fist Can.

Collect all the pickups on the horn. You'll probably have run out of time on your Lockjaw Can by now, so Helicopter to the ground to a newly arrived Hoodblaster. He drops a new Lockjaw Can (deposited high up on the hill). Bounce back up the balloons and use the hooks to reach the ledge at the far end of the valley and complete the Area.

Area 3

Enemies: Slapdash, Hoodoo, Hoodlock

Matuvus: None

Tribelles: None

Teensie Cages: 1

Maximum Score: 12,100

This Area begins normally enough but gets hairy after that. Eviscerate the Slapdash by first banishing the Hoodoo protecting him.

If points or getting all the Teensie cages mean anything to you, don't go into the cabin yet.

Next, eliminate the other Hoodoo protecting the Teensie cage. Break the cage open and collect its rewards and those in the Pigpots below it.

Enter the cabin to do a little snowboarding. Globox has been encased in an ice block and is sliding down the hill. Your task is to get down the hill before he does.

Of course, your other task is more difficult: racking up as many points as possible. The truth is, you won't necessarily even come close by simply racing to be the first one at the bottom of the hill. The approach of this walkthrough will, therefore, be point maximization.

The first thing to know is what happens if you don't win the race: you start over. No harm, no foul. You just go back to the beginning and try again. This way, you could go all available routes and get all the pickups.

What really matters, though is not getting all the pick-ups, but getting as many as possible in Combo Mode. Be careful to navigate well through long lines of pickups; two trips through a batch won't earn as many points as one good trip.

Generally, you can take whatever course you want down the hill but there's one that's more valuable than the others. It will be outlined below.

Since you *will* eventually have to win the race to the bottom, it's important to know what you can do to increase your speed. First, don't hit stuff. Things that can slow you down are:

1. *Fences*
2. *Heat vents*
3. *Hoodlocks*
4. *Inclines*
5. *Walls*

> In addition to reducing your speed, these obstacles can also spin you backward. To right yourself, press the jump or attack buttons.

With all that in mind, here's the most fruitful course through the track. This won't necessarily get you all or even enough of the available points to earn high score honors but it's the way to go if you only want to run the course once.

2. At the first jump, land in the log flume.

3. Race through the ice field and down a wooden trench.

*4. Go through a fence after which the trail leads high (left) and low (right): go **high**.*

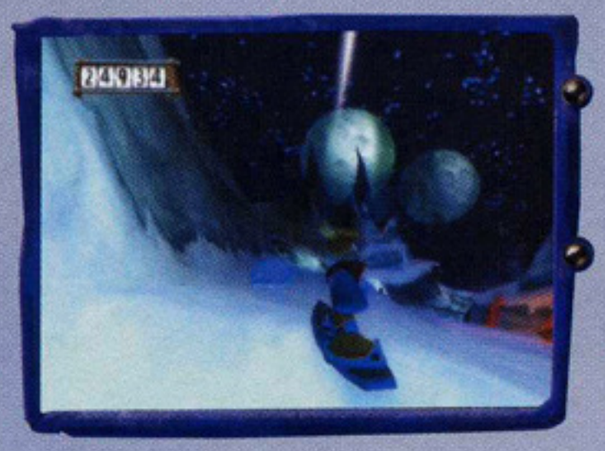
*5. The paths rejoin at another ice field. At a new fence, the trail goes high (left) and low (right): go **high**.*

6. Enter the shack with the Hoodlum flags flying outside.

1. Follow Globox into the first tunnel.

7. Skate through the ice caves.

*8. Emerge from the ice caves and take the high path to the **left**. This is very important.*



13. Race for the Hoodlum factory.

9. Stay on the trail, even through some tough jumps. With a very big jump, you'll cross the lower path.

If you want to run the course again, find a way to slow yourself down and let Globox pass.

Once you succeed in beating frozen Globox to the bottom, the race, the Area, and the Level are complete.

10. As the high path slopes down to rejoin the low, be ready to grab a green jewel as you soar.

11. Ride the wooden walkway, taking the right shelf full of pickups as you enter the house.

12. Navigate the bobsled track. The key to keeping up your speed here is banking into the turns. If the track goes left, bank right. And vice versa.